Spider-Man Movie: DEAD OR ALIVE?

CHRIS O'DONNELL AS SPIDER-MAN?

CASTING CONTROVERSY, SCRIPT SCOOP AND MORE!

FREE poster INSIDE!

WIZARD®

why he's hot

HOW NEW CREATORS PULLED **superman** FROM THE ASHES

x-men!

new **member**
new **costumes**
new **leader**

DENISE RICHARDS as **fathom?**

EXCLUSIVE DEBUT! **JLA artwork**

wizardworld.com

0 74851 64959 6 03
$4.99 USA • $6.95 CAN
MARCH 2000 • COVER 1 OF 2

the comics magazine • 102

HOME OF MARVEL COMICS HEROES
FEBRUARY 2000
PUNISHER #1 (Of 12)
Garth Ennis, Steve Dillon & Jimmy Palmiotti Deliver The New Hit From Marvel Knights!
MUTANT X #18
Havok: In The Crosshairs Of The Punisher!
PUNISHER KILLS THE MARVEL UNIVERSE
More Mayhem From The Mind Of Garth Ennis!
WOLVERINE/PUNISHER: REVELATION tpb
Two Of Marvel's Toughest In One Adventure!

AVENGERS #27
A New Line-Up Assembles!
Marvel's 1st 100-Page Monster!
EARTH X #12
The Epic Saga Concludes!
UNCANNY X-MEN #379
Can The High Evolutionary Erase
The Mutants' Powers?!
PETER PARKER: SPIDER-MAN #16
Venom Vs. The Sinister Six!
WWW.MARVEL.COM
TM & ©2000 Marvel Characters, Inc. All rights reserved.

Kevin Collins • Flight Plan 2897

MAKE THE U.S. OLYMPIC TEAM.

MAKE MY OWN DECISIONS.

GET AN EDUCATION.

BE A HERO TO SOMEONE.

SHOW PEOPLE I CAN FIX ANYTHING.

SEE PLACES DAD TOLD ME ABOUT.

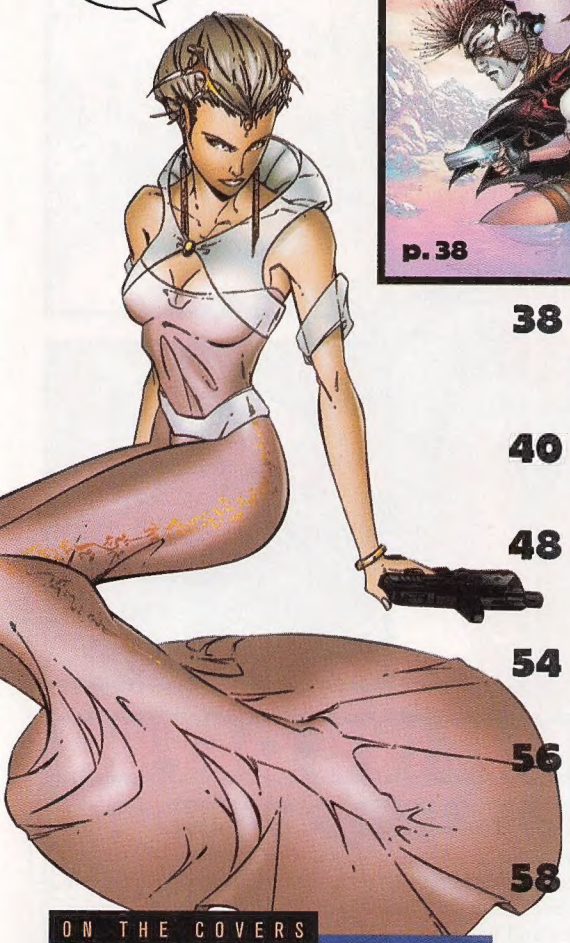
RIDE MY MOTORCYCLE ACROSS THE DESERT.

Aim High AIRFORCE

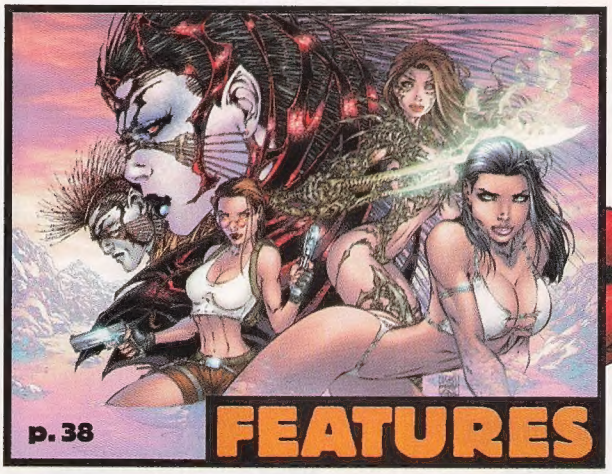
1-800-423-USAF • WWW.AIRFORCE.COM

WIZARD contents

THE COMICS MAGAZINE • NUMBER 102 • MARCH 2000



p. 58



p. 38

p. 40

FEATURES

38 FIRST LOOK: FATHOM/WITCHBLADE/TOMB RAIDER
Top Cow's buxom babes get wet in an undersea *Fathom* fling.
By Jim McLauchlin

40 SMASHING!
Superman soars again thanks to an influx of new blood...and the blood that's spilled in the process. **By Mike Cotton**

48 WHAT NEXT?
X-Legend Chris Claremont returns to the X-Men as the team picks up the pieces six months after Cyclops' "death."
By Christopher Lawrence

54 KEEP 'EM FLYIN'
New *JLA* creators Mark Waid and Bryan Hitch plot an all-new flight path for DC's No. 1 superteam. **By Richard Ho**

56 LOST IN SPACE
With a new mission and roster, *Legion of Super-Heroes* will show you how being lost may be the biggest find for 2000.
By Scott Brick

58 AN OFFER YOU CAN'T REFUSE
With the lure of a Taj Mahal-like facility and big bucks, creators have trouble saying no to millionaire Mark Alessi and his start-up venture, CROSSGENeration Comics.
By Christopher Lawrence

66 THE WIZARD Q&A: DAN JURGENS
Following his acrimonious dismissal from *Superman*, Dan Jurgens hammers his way back into the spotlight with the mega-hit *Tomb Raider* and a revived *Thor*. **By Chris Hutchins with additional reporting by Mike Cotton**

ON THE COVERS

Fathom (right) was illustrated by **Michael Turner** and Joe Weems and colored by J.D. Smith. Swim to **page 38** for the latest on *Fathom*'s upcoming crossover, and then dive on over to **page 72** to see who Michael Turner cast in the live-action "Fathom" film. **Superman** was illustrated by **Ed McGuinness** and Cam Smith and colored by Liquid! To learn just why Superman is kickin' major butt these days, fly on up to **page 40**. NOW!

p. 56

Be a movie star, p. 98

CONTEST

98 **WIZARD WORLD 2000**

Show us you've got what it takes to be the next Steven Spielberg and you could win an all-expenses-paid trip to Wizard World Chicago 2000, where we'll watch YOUR movie!

p. 82

Fathom Casting Call, p. 72

p. 36

STANDARDS

6 FROM THE TOP
8 MAGIC WORDS
18 WIZARD NEWS & NOTES
36 LAST MAN STANDING
BOBA FETT VS. DEADPOOL!
72 CASTING CALL
MICHAEL TURNER'S FATHOM MOVIE!
76 COMING ATTRACTIONS
82 BASIC TRAINING
HOW TO DRAW A SPLASH PAGE
86 DRAWING BOARD
88 TOY CHEST
92 STUFF
100 VIDEO STUFF
105 MANGA MANIA
112 TOP 10 HEROES & VILLAINS
114 PICKS
120 MARKET WATCH
123 TOP 10 COMICS
124 TOP 100
126 'NET GAINS
130 COMIC BOOK PRICE GUIDE
176 SHOWS & CONS
178 C.B.I.Q.
179 MISC. STUFF
182 BULLPEN
184 THE BIG LAST PAGE

p. 88

COOL STUFF THROUGH THE MAIL

EXCLUSIVE OFFER

WARLANDS #1/2

War is Raw! Here's your *only* chance to get the exclusive *Warlands* #1/2 comic featuring all-out war with an elven princess and a human soldier against the Vampire Hordes and Datara and their leader, Malagen the Black, in a wicked tale by Pat Lee and Adrian Tsang. March your way on over to **page 96** for more details.

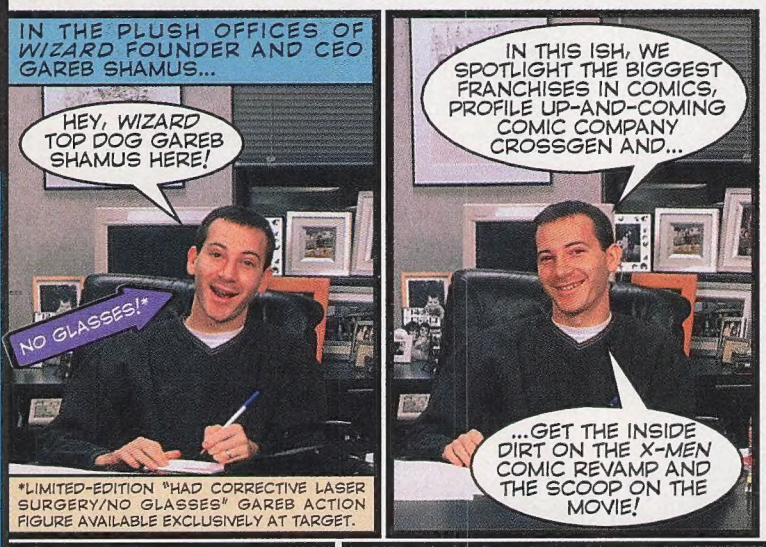
PHOTOS: PAUL SCHIRALDI, EXCEPT JURGENS PHOTO COURTESY OF TOM G. LYNN; JERMY McCARTHY PHOTO COURTESY OF ANDREW MACPHERSON

The World has Evils.
Put your Faith in
the Magdalena
DESTINY IS HER WEAPON.
A THREE ISSUE MINISERIES BEGINNING IN MARCH
By Marcia Chen, Joe Benitez, Joe Weems V and Tyson Wengler
From Top Cow and Image Comics
www.topcow.com
MAGDALENA™ & © 2006 Top Cow Productions Inc. All Rights Reserved.
TOP COW
Image

FROM THE TOP

THIS MONTH'S EPISODE:

SAY IT WITH FLOWERS!



*LIMITED-EDITION "HAD CORRECTIVE LASER SURGERY/NO GLASSES" GAREB ACTION FIGURE AVAILABLE EXCLUSIVELY AT TARGET.

PHOTOS BY PAUL SCHIRALDI

MASTHEAD

THE GUILTY PARTIES

VICE PRESIDENT/EDITOR-IN-CHIEF *Patrick McCallum*
EDITORIAL DIRECTOR *Matthew Senreich*
EDITOR *Brian Cunningham*
SENIOR MANAGING EDITOR *Joe Yanarella*
MANAGING EDITOR *Andrew Kardon*
ASSOCIATE EDITOR *Justin Jones*
COPY EDITOR *Andy Serwin*
SENIOR STAFF WRITER *Jim McLauchlin*
STAFF WRITERS *Mike Cotton and Christopher Lawrence*
PRICE GUIDE MANAGER *Lars Pearson*
SENIOR PRICE GUIDE EDITOR *Jon Warren*
PRICE GUIDE EDITOR *Bob Marshall*
ASSISTANT PRICE GUIDE EDITOR *Wade Sain*
ADMINISTRATIVE ASSISTANT *Cheryl Raymundo*

DESIGN MANAGER *Steve Blackwell*
ASSOCIATE ART DIRECTOR *Arlene So*
DESIGNERS *Jacqueline Bencic, Mikey Bencic, Matt Ryan and James A. Walker*
CONTRIBUTING DESIGNERS *Owen Kehoe, and Voltage Design Co.*
RESEARCH EDITOR *Daniel Reilly*
RESEARCH ASSISTANTS *Nachie Castro, Phil Colligan and Casey Seijas*
INTERN BEE-YOTCHES *Russell Burlingame and Brian Seidman*
YO' MAMA'S SO FAT *...she walked past the TV and I missed three commercials*

CONTRIBUTORS *Sorrell Booke, David Borak, Scott Brick, Jim Calafiore, Jerry Dorsey, Chris Hutchins, Richard Ho, John B. Lacey, Angel Medina, Eric Moro, Tom Palmer Jr., Tom Root, Jake Rossen, Rob Salem, Patrick Sauriol*

FATHOM COVER *Michael Turner and Joe Weems, colored by J.D. Smith*
SUPERMAN COVER *Ed McGuinness and Cam Smith, colored by Liquid! Graphics*

ADVERTISING SALES

ADVERTISING DIRECTOR *Ken Scrudato*
SALES AND MARKETING CONSULTANT *Seymour Miles*
ADVERTISING PROJECTS MANAGER *Karen Evora*
ACCOUNT MANAGERS (NY) *Brent Erwin and Salvatore M. Mingoia*
(NYC) PHONE *(212) 765-5700* **FAX** *(212) 765-5779*
ACCOUNT MANAGER (WEST COAST) *Phil Lawrence (310) 820-0560*
SALES ASSISTANTS *Tracey Martin, Stefanie Moffa and Nicole Ossman*
(CONGERS) PHONE *(914) 268-3907* **FAX** *(914) 268-5386*
For Classified and Show Calendar Advertising, contact Karen Evora.

WIZARD ENTERTAINMENT GROUP

CHAIRMAN/CEO *Gareb S. Shamus*
PRESIDENT/COO *Fred Pierce*
VICE PRESIDENT/CFO *Edward L. DuPré*
EXECUTIVE ASSISTANT *Kimberly Lanzano*
VICE PRESIDENT/BUSINESS DEVELOPMENT *Martha Donato*
MANAGER OF BUSINESS DEVELOPMENT *Glenn Herdling*
PRODUCTION DIRECTOR *Darren Sanchez*
PROMOTIONS MANAGER *Robert Felton*
ASSISTANT PROMOTIONS MANAGER *Maria Capello*
VICE PRESIDENT/CIRCULATION & DISTRIBUTION *Paul Rolnick*
CIRCULATION MANAGER *Jen Santopietro*
ACCOUNTING MANAGER *Raka Hoyt*
STAFF ACCOUNTANT *Scott Klein*
ACCOUNTING CLERK WHO SPLITS THE UPRIGHTS *Michael Fasolo*
DIRECTOR OF SALES *Stewart Morales*
SPECIAL EDITIONS EDITOR *Doug Goldstein*
ONLINE EDITOR *Buddy Scalera*
ONLINE ASSISTANT EDITOR *Rus Wooton*
OFFICE MANAGER *Gwen Nicosia*
WAREHOUSE MANAGER *Gedalias Donato*

CUSTOMER SERVICE REPRESENTATIVES *Meghan Lofstrom and Fern Rucci*
Call (914) 268-3594
FOREIGN LICENSING *Alison James, Trio Marketing Services*
PHONE *(203) 266-7110* **FAX** *(203) 266-7661*

ENTERTAINMENT CONVENTIONS, INC.

DIRECTOR *Stephen Shamus*
SHOW MANAGER & SALES *Brenda Cook (914) 268-8068*

WIZARD: THE COMICS MAGAZINE, volume one, one-hundred two (102), March 2000.

Please direct all editorial-related inquiries to Wizard Editorial Dept., 151 Wells Avenue, Congers, NY 10920-2064 (or Fax: 914-268-0053). Please direct all subscription-related inquiries to Wizard Subscription Dept., PO Box 658, Yorktown Heights, NY 10598. One-year subscription rate is $29.95 (Canada $48.00, all other countries $70.00). All payments in U.S. funds only.

Any statements made, expressed or implied in **WIZARD: THE COMICS MAGAZINE** are solely those of columnists or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements. All characters and artwork shown in **WIZARD: THE COMICS MAGAZINE** are trademark and © of their respective owners.

WIZARD: THE COMICS MAGAZINE (ISSN 1065-6499) is published monthly by Gareb Shamus Enterprises Inc., D.B.A. Wizard Entertainment, 151 Wells Ave., Congers, NY 10920-2064. Periodical postage paid at Congers, NY and additional mailing offices. Additional Standard (A) Postage paid on enclosures. **Postmaster:** Send address changes to **WIZARD ENTERTAINMENT,** PO Box 658, Yorktown Heights, NY 10598.

Entire contents © 2000 Gareb Shamus Enterprises Inc. The Wizard logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of Wizard ENTERTAINMENT and Gareb S. Shamus.

PRINTED IN THE U.S.A.

ABC AUDITED

MICHAEL TURNER...

...RANDY GREEN.

AND NOW

KEU CHA

THE ARTIST WHO HELPED LAUNCH RISING STARS COMES TO WITCHBLADE.

WITH ISSUE 40 AN ERA BEGINS AGAIN.

MAY

www.topcow.co

WITCHBLADE™ & © 2000 Top Cow Productions Inc. All Rights Reserved.

MMoo.

THESE LETTERS ARE NOT TO BE USED AS A LIFE-SAVING DEVICE

MAGIC WORDS

EVIL ERNIE VS. MARVEL... WHO OWNS 'WIZARD'... AND SIX SHOTS OF TEQUILA!

Maybe size *is* everything after all. Due to a few longer letters this month, my intro blurb here is running at a minimum. And by reading this far, you're already wet. So ya might as well dive in.

Hey Jim:

Rogue is a very sad person because she can never touch anyone without absorbing his or her powers and memories. So why doesn't she use one of those mutant-inhibitor collars when she wants to touch somebody?

Are the collars all destroyed? Is the technology to create them lost? Or are Rogue and the X-Men a bunch of stupid-heads for not having thought of this?

I hope you can answer.

Guido Urdaneta
Maracaibo, Venezuela

I can't answer. But lucky for you, never-been-touched Marvel Information Czar Bill Rosemann can!

"The inhibitor collars exist in the 'Days Of Future Past' timeline and not in our current reality," sayeth the Czar. "While the mutant inventor named Forge did create experimental collars, the technology proved extremely unstable and his government sponsors deconstructed the mechanisms."

The fact that Rogue *can't* touch anyone makes her a tragic character, and therefore an interesting one to Czar Rosemann. "If her powers were neutralized," he says, "an essential aspect of her being would be taken away and the Rogue we all know and love would be no more."

'Nuff said? Not quite. "One more thing," says Rosemann. "We're sending Wolverine over to your house so that you can call him a 'stupid-head' to his face."

Dear Jim,

If Evil Ernie were to somehow escape the Chaos! Cosmos and invade, for example, the Marvel Universe, who could stop him from destroying everything?

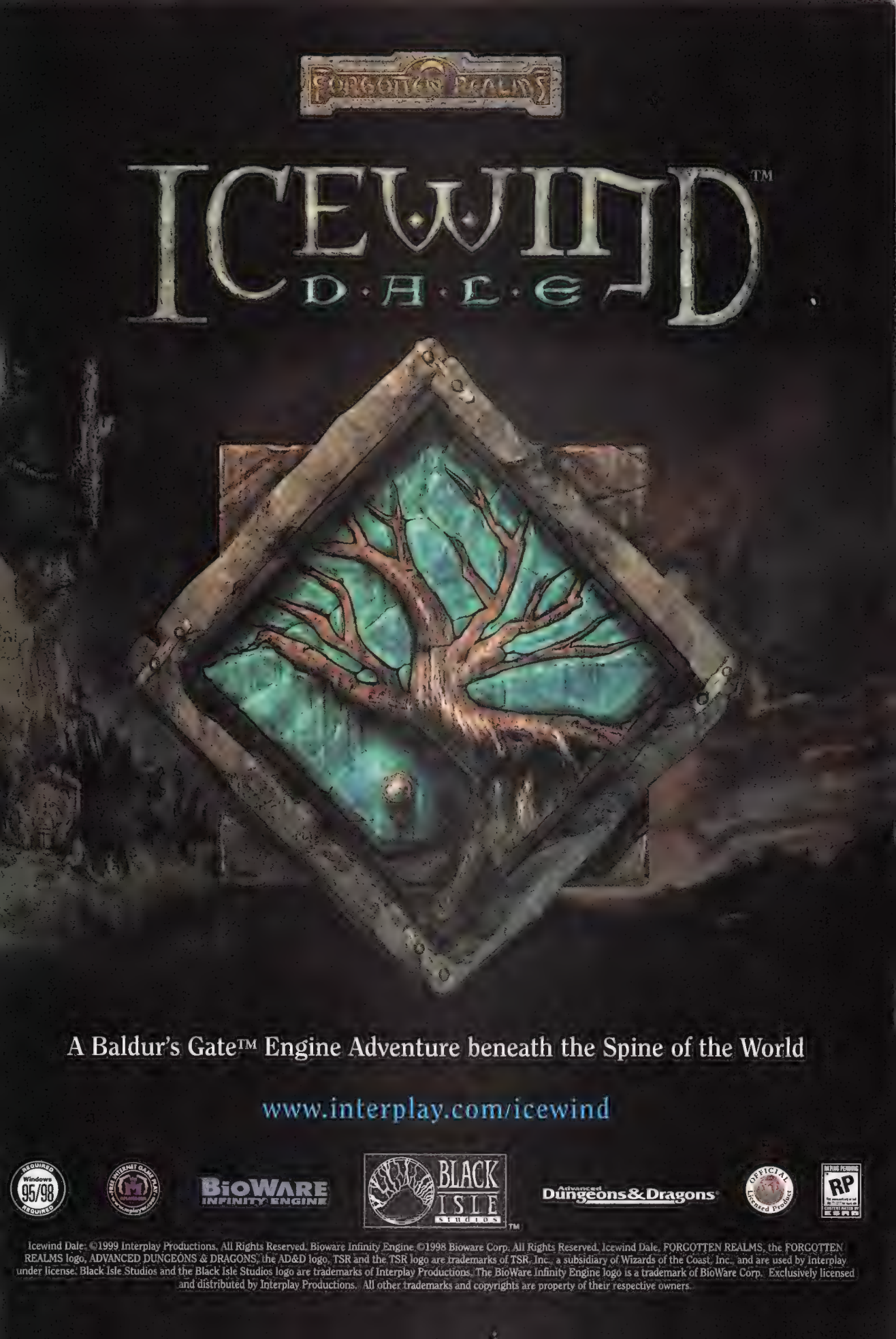
Robert Schneider
Maysville, GA

Hmmm. Good question. Since Evil Ernie possesses an arcane energy that allows him to manipulate and control the dead, he has an almost-unlimited zombie army at his command. And since he's bent on killing everything in sight, he's one bad monkey.

A question of this high order and magnitude can be answered by only one man: Brian Pulido, Evil Ernie creator and serious Marvel geek.

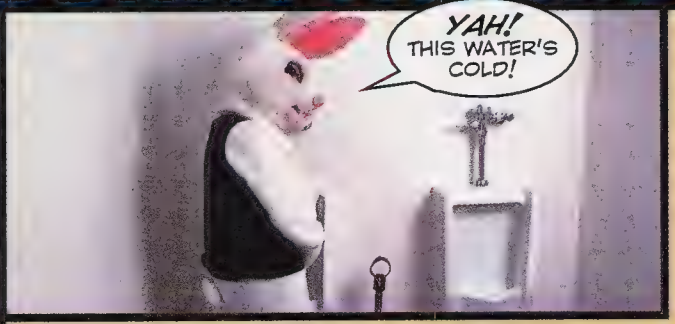
"Well, the X-Men would be zombie food because they rarely act as a team, and you'd need a team effort to defeat Evil Ernie," Pulido says. "However, I believe the right group could roast Evil.

"Here's the scenario: The world has become an apocalyptic nightmare. Billions of zombies walk the Earth, including Spider-Man, Daredevil and Thor, who have been zombified. Only the Revengers—Reed Richards, Hank McCoy, Tony Stark and Hank Pym—can save the day.


FORGOTTEN REALMS
ICEWIND™
DALE
A Baldur's Gate™ Engine Adventure beneath the Spine of the World
www.interplay.com/icewind
REQUIRED Windows 95/98 REQUIRED
BIOWARE INFINITY ENGINE
BLACK ISLE STUDIOS™
Advanced Dungeons & Dragons
OFFICIAL Licensed Product
RP
Icewind Dale: ©1999 Interplay Productions. All Rights Reserved. Bioware Infinity Engine ©1998 Bioware Corp. All Rights Reserved. Icewind Dale, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, ADVANCED DUNGEONS & DRAGONS, the AD&D logo, TSR and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Productions. The BioWare Infinity Engine logo is a trademark of BioWare Corp. Exclusively licensed and distributed by Interplay Productions. All other trademarks and copyrights are property of their respective owners.

BUNNY AWARD

LETTER OF THE MONTH



Jim takes his favorite letter and spotlights it here. There's no logic attached to this, nor is there a prize. HEY! You can now write The Bunny directly at bunnywiz1@aol.com!

Hey,

1) Does the Bunny have a full name, or is it just "Bunny"?

2) Does the Bunny have a girlfriend, and if so, is she *Witchblade* writer Christina Z.?

3) Is *Captain America* artist Andy Kubert married?

Rachelle Eratehu
Berkeley, CA

Hey, yourself.

1) First name: "The." Middle name: "Wizard." Last name: "Bunny." It says so on his driver's license. And in his FBI case file.

2) The Bunny has burrowed around many a rabbit hole in his time, but he and Z. are "just good friends." So don't believe all that crap you read in the tabloids about The Bunny and Z. holing up in a "love nest" at a prominent Las Vegas hotel. It's just rampant speculation.

3) Andy is very happily married to the lovely Theresa Kubert, who runs the art supply store at the Joe Kubert School of Cartoon and Graphic Art. But since The Bunny likes to show his cottony tail to women all over the world—and since the "if it feels good, do it" attitude of Berkeley is well suited to a rabbit of his appetites—you may have a chance there. I'll put in the good word for ya.

"The essence of Evil Ernie is a telepathic virus. Hank McCoy's experience trying to cure the Legacy Virus enables him to deduce that. Reed Richards creates a version of the Ultimate Nullifier that acts as a syringe to inject Evil with the antidote. Tony Stark creates an armor to withstand Evil Ernie's punishing physical attacks. Hank Pym, in miniaturized Ant-Man armor and armed with the neo-Ultimate Nullifier, gets past Evil's considerable zombie forces—that include Juggernaut, Hercules and Fin Fang Foom—and delivers the lethal injection that kills Ernie for good."

For good?

"Well, until the sequel," Pulido says.

Hey Jimbo,

I've been having a huge argument with my cousin dealing with Wizards of the Coast, "Dungeons & Dragons," "The 700 Club," and *Wizard: The Comics Magazine*. My cousin tried to tell me these things:

1) Wizards of the Coast is a conglomerate of gaming companies that was formed in order to make "Dungeons & Dragons."

2) You once appeared on "The 700 Club" TV show to argue that "Dungeons & Dragons" did not lead to occult behavior.

3) Wizards of the Coast owns *Wizard: The Comics Magazine*.

My cousin has defended these points for days, although I straight-up called him a liar. If you answer my questions, I'll see to it that you get a free bottle of the alcohol of your choice. Thanks for taking the time to help me beat my dumbass cousin into submission.

Barry Anderson
boswic@hotmail.com

Aww, no need to thank me. Beating dumbasses into submission is a pleasure. Away we go:

1) Nope. Wizards of the Coast is the mondo-successful company that revolutionized the gaming biz in 1993 with the release of the first mondo-successful collectible card game, "Magic: The Gathering."

Well before that, way back in an era men call "the 1970s," University of Wisconsin student E. Gary Gygax developed "Dungeons & Dragons" and published it through his company, TSR. Later, as TSR hit financial troubles, the company was bought by WotC.

2) Nope. Never seen "The 700 Club" in my life, much less been on it. And for the record, the only things I believe "D&D" leads to are paunchy waistlines, unnatural obsessions with dwarves and a proclivity to say things like, "Have at thee!" and mean it.

3) Nope. WotC eventually proved so successful that toy giant Hasbro bought the company, including its sub-companies such as TSR.

Meanwhile, over here on the Collective Magazine Farm, *Wizard: The Comics Magazine* has been owned since Day One by Gareb S. Shamus, who takes time out of his busy schedule every day to oppress us under his jackbooted heel.

Hope that cleared things up. Tell your cousin to be very, very careful as to what kind of mushrooms he eats in the future. And I'll take Johnny Walker Black, please.

Dear Comic Guys,

Marvel should bring back *Moon Knight*, *Master of Kung Fu* and *Darkhawk* and make them Marvel Knights books. Whaddya think?

Jeremy Bellor
Bay City, MI

I think *Moon Knight* and *Master of Kung Fu* could be cool. I wouldn't touch *Darkhawk* with a 10-foot tree branch. But who cares what I think? Let's ask revamp maestro and Marvel Knights editor Jimmy Palmiotti.

"Moon Knight? I'd probably pass on the character," Palmiotti says. "He's just a Batman rip-off, and who really cares for the troubles of poor billionaires?"

BUNNY PHOTO: PAUL SCHRADER

HEY! IT'S PEN PALS...

Send your name, address, age, sex and three favorite titles to Pen Pals, c/o the "Magic Words" address at the end of this column (put your age on the envelope). The only way to get your Internet address listed instead is to post your info in the Pen Pals board on America Online's "Wizard World" forum (keyword: Wizard; look in the Wizard Bulletin Board, under Message Boards). **Pre-'98 entrants:** Please resend your entries.

It's a different tune with *Master of Kung Fu*. "I loved this book as a kid," Palmiotti relays, "so I'd like to see the best team ever handling it again—writer Doug Moench and artist Paul Gulacy. And maybe have Tim Bradstreet do the covers." Palmiotti's dream may come to pass. Rumor has it the Marvel Knights boys have some specific plans for ol' Shang-Chi.

And that last book? "I wouldn't touch *Darkhawk* with a 10-foot tree branch, so I guess it's 'Sorry!' for Darkhawk fans out there," Palmiotti says. "All seven of you."

All-Powerful Comic Gurus,

While looking over the "Picks" section of *Wizard* #2000, I saw art from *The Witching Hour* #1. I looked at the strange tattoos on the main character's back and noticed that many of the "letters" there correspond to Nosgoth Blood Script, which I learned about by playing the game "Blood Omen: Legacy of Kain" way too much. But I couldn't for the life of me translate anything which made any sense. Is this the right script? Or just one of those cosmic coincidences I keep hearing about?

Joe Marino
Tinton Falls, NJ

Chalk it up to coincidence. "The Wiccan runes on Ms. White's back are not letters at all," says *Witching Hour* artist and co-creator Chris Bachalo. "They're symbols that protect the wearer from evil, as well as provide wisdom and guidance. Each witch in the series has these tattoos on their person. White's are on her back and arms, Blue's on the palms of his hands, Black's on his forehead, Red's on her neck and Grey's on the greater part of his body."

But that's not to say there's *not* a greater significance. "Someone else told me if you look at the cover of *Witching Hour* #1 upside down in front of a mirror and have six tequila shots, the tattoos on White's back read, 'Help! I'm being held against my will by two deranged comic book creators!'" Bachalo says.

Hey, I'll field test that. It's all in the name of journalism, after all. And I'll even bring my own limes.

Usagi Yo-Jimbo,

Somehow I got a subscription to *Fox Kids* magazine. In the Winter 1999 issue, there was a "Xyber 9" poster that looked like it was drawn by *Wonder Woman* cover artist Adam Hughes. The piece was unsigned. Am I right?

William Boggess
Burnsville, NC

Yep, you're right. It's unsigned. It's also Adam Hughes.

COME JOIN STAN LEE IN CELEBRATING HIS 60 YEARS IN COMICS

MegaCon 2000
Orlando Florida
March 31st - April 2nd • Orlando Expo Centre

Sponsored by NextPlanetOver

Special Guest... RENA MERO The actress formerly known as "SABLE"

Special Guest... HARLAN ELLISON

FEATURING... THE $5,000 CROSSGENERATION GAME SHOW
Hosted by Wizard's own JIM McLAUCHLIN

Spend 3 hours with the greatest comic creators throughout history as they discuss their careers, battle each other for $5,000 in charity money and answer questions from YOU!

CONTESTANTS INCLUDE:
STAN LEE ▸ RON MARZ ▸ JOHN ROMITA, SR. ▸ MICHAEL TURNER

TONS of ACTIVITIES and EVENTS, CREATORS and REPRESENTATIVES, PUBLISHERS and DEALERS!

OVER 200 GUESTS!
INCLUDING...

Joe Benitez, Brian Haberlin, George Pérez
Claudio Castellini, Bryan Hitch, Brandon Peterson
Jim Cheung, Steven Hughes, Brian Pulido
Amanda Conner, Joseph M. Linsner, Humberto Ramos
Garth Ennis, Jimmy Palmiotti, Barry Windsor-Smith

FOR MORE INFORMATION, CALL (813) 891-1702
www.megaconvention.com

RYAN SARMIENTO
Age: 20 Sex: Male
404 Foxpark Drive
Pomona, CA 91767
Likes: *Battle Chasers, Weapon Zero*, anime/manga

ASHLEE ANDERSON
Age: 13 Sex: Female
601 West Main, Apt. R
Whitebore, TX 76273
Likes: X-Men, *Gen 13*, Catwoman

S.W. GILEWICZ
Age: 17 Sex: Female
4750 Seymour Lk. Road
Oxford, MI 48371
Likes: Neil Gaiman works, "The Simpsons," *Bone*

GARY SWENSON
Age: 24 Sex: Male
1413 W. Jackson Street
Muncie, IN 47303
Likes: X-Titles, *Fantastic Four, Gen13*

TIMOTHY STEVENSON
Age: 22 Sex: Male
Apt. # H-3 914 South Avenue
Secane, PA 19018
Likes: Batman, *New Gods, Mr. Monster*

MATTHEW CHASE
Age: 15 Sex: Male
10926 Flemming Street
Houston, TX 77013
Likes: Core Spidey titles, *Thor, Avengers, Daredevil*

RYAN SOLES
Age: 17 Sex: Male
4293 Honey Hill Road
Hallsboro, NC 28442
Likes: *X-Man, Uncanny X-Men, Witchblade*

"One of the creators of the 'Xyber 9' cartoon is Eric Luke, who wrote *Wonder Woman* and who I worked with on *Ghost*," Hughes says. "The poster was a rush job, so I guess I forgot to sign it."

Hughes took more time with his next *Fox Kids* project: A "NASCAR Racers" cover on the current Spring 2000 issue. Ya may wanna check it out, as the ish also includes a five-page "Xyber 9" strip by Batbook cover artist Brian Stelfreeze. Or maybe you've already checked it out. *Fox Kids* is mailed to (Get this!) 4.2 million households every issue.

Jimmy,
There was an *Incredible Hulk* artist back around the time when John Byrne and Todd McFarlane were drawing the book by the name of Jeff Purves. I think he was better than either Byrne or McFarlane. After his *Hulk* run, I never heard from him again. Where is he?

David Choe
Los Angeles, CA

He's in the animation business, which is where he started. "He was the first guy I hired after Todd left the book," former *Hulk* editor Bobbie Chase says. "He did great fantasy stuff, which was really where his heart was—it wasn't in superheroes." Purves penciled *Incredible Hulk* #347-#366 back in 1985-86, and aside from two random issues of *Marvel Comics Presents*, that's his only comic work.

Dear Jim,
Do British people laugh at *Darkchylde* creator Randy Queen's name, if you know what I mean?

Thiago Freire
Salvador, Brazil

Yes. British-born *Spawn the Undead* writer Paul Jenkins draws a fond chuckle and adds, "Personally, I think it might be fun to be a randy queen. But I'd be afraid to admit that to my dear old mum."

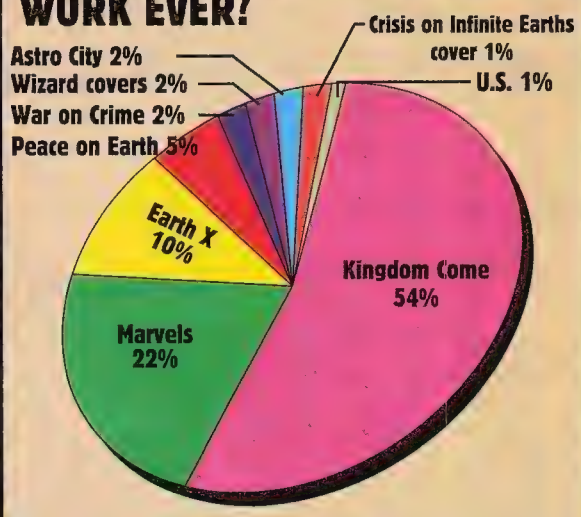
***Planetary* writer Warren Ellis laughs too, but for different reasons. "British people laugh at all Americans equally, regardless of their names or duration of their guest spots on 'The Jerry Springer Show,'" Ellis says. "Remember: We only invented Americans to laugh at them."**

Dear Jim,
As a new millennium of comics begins, why don't the writers of our beloved funnybooks take the opportunity to jettison some of the most jaded literary chestnuts? For your consideration:
• **"Raiment."** Realizing that your average comic artist has little enthusiasm and even less ability when it comes to drawing anything resembling real clothes, writers must struggle to explain why, for example, a proud and intelligent Amazonian princess runs around dressed like a hooker. The answer? It's ceremonial garb! The *raiment* of a lost civilization!
• **"Preternatural."** A whole lot of weird stuff goes on in comics. But there's only so many times you can describe it as "weird stuff." This one generally pops up when "creepy" doesn't cut it.
• **"Thanks for the assist..."** Okay, Iron Man's saved the Scarlet Witch's butt for the millionth time. So she says, "Thanks for the assist, Avenger!" Who *actually* talks like this?!
• **"Jury-rigged."** When the chips are down, Mr. Fantastic can always duct-tape an Ultimate Nullifier to the side of a Time Sled, wire it to a modem and *jury-rig* a transdimensional warp engine. Hey! Don't question it! It's science!
• **"Non-corporeal form."** Too lazy, cowardly or weak to journey into the wacky realms of comic land? Not to worry! Just send your non-corporeal form! These ghostlike images give the artist a chance to indulge in pseudo-psychedelia while the writer

SURVEY SAYS

ONLINE QUESTION OF THE MONTH

WHAT'S ALEX ROSS' BEST WORK EVER?



No contest. Alex Ross' *Kingdom Come* unleashed holy Armageddon on its competition. And what stiff competition—Alex Ross' other works!

Many fans voting online (wizardworld.com) pointed out how much of *Kingdom Come* was tied into the backgrounds of each panel. *Marvels* fans, however, swore *Marvels* to be the most emotionally moving.
"It was first, and he's never surpassed it," said one fan. "Sure his style has sharpened some, but *Marvels* brought the most raw energy and caused the most emotion for me personally."

No title finished worse than *U.S.*, Ross's story of Uncle Sam. Registering only a handful of votes, *U.S.* almost didn't even get a full percentage point. But it still had its fans. "Uncle Sam is the father of this country," said one fan. "How can you *not* vote for him?" (Actually, George Washington is the father of the United States, but that's beside the point...) ■ **MIKE COTTON**

KEVIN JACOB BARNEY - 27065
Age: 24 Sex: Male
CUCE - P.O. Box 550
Gunnicon, UT 84634
Likes: *Avengers, X-Men, Eightball*

TOMMY MCLAREN
Age: 15 Sex: Male
3501 N. 19th
Waco, TX 76708
Likes: *Deadpool, Witchblade, Spider-Man*

CASEY CHRISTIANSEN
Age: 25 Sex: Male
4075 South 1610 E.
Salt Lake City, UT 84124
Likes: *Hellboy, Captain America, Fantastic Four*

JOHN PFEIFER
Age: 13 Sex: Male
P.O. Box 314
Zellwood, FL 32798
Likes: *D.P.7, Mark Hazzard:Merc, Vext*

BRIAN GREENE
Age: 20 Sex: Male
1569 Upper Mt. Road
Lewiston, NY 14092
Likes: Joe Madureira, Adam Warren, Star Wars

AYBERK ERKAY
Age: 16 Sex: Male
Ivedik Cad. 86/3
Yenimahalle-Ankara, Turkey
Likes: *Uncanny X-Men, Amazing Spider-Man*

BECKY LAKEY
Age: 15 Sex: Female
12381 HWY 29
Lower Lake, CA 95457
Likes: *Sailor Moon, Gold Digger, Magic Knight Rayearth*

SCREAM 3
THE ALBUM

18 TRACKS • 1 CD

EXCLUSIVE NEW MUSIC
AND CURRENT TRACKS FROM

CREED
GODSMACK
ORGY
POWERMAN 5000
SEVENDUST
FUEL
SYSTEM OF A DOWN
STATIC-X
SLIPKNOT
FINGER ELEVEN
COAL CHAMBER
FULL DEVIL JACKET
INCUBUS
AMERICAN PEARL
DOPE

www.scream3music.com

- HEAR MUSIC NOW
- See the WORLD'S SCARIEST PHOTOS sent in by readers or submit your own. We dare you...
- COMPLETE SET OF CDs from all bands on the soundtrack given away each week.

IN STORES NOW
MOVIE IN THEATERS FEBRUARY 4

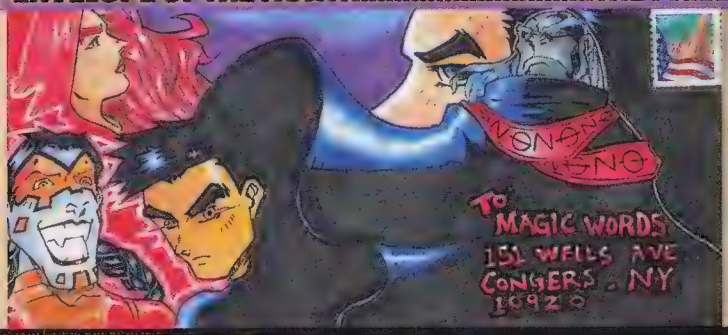
© 2000 Wind-up Entertainment, Inc. Scream 3 logo artwork © 1999 Miramax Film Corp.

DIMENSION

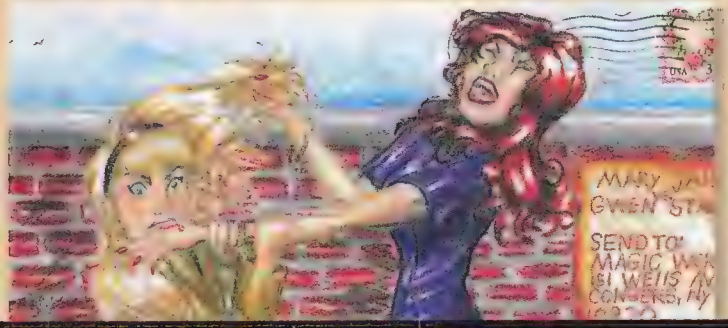
LETTER ART

Each fan who has his or her letter art printed this month wins a copy of this month's *Wizard* signed by the entire creative staff! Plus, the mega-talented creator of this month's best envelope will win a cool Black Panther mini-bust from the generous Bowen Designs. Bowen Designs is so cool for donating their products, we love 'em more than Susan Richards loves Reed's, uh, unique bedroom abilities. Artists: Please include a clearly printed return address and a list of characters depicted on the back of the envelope.

ENVELOPE OF THE MONTH.....THE PRIZE

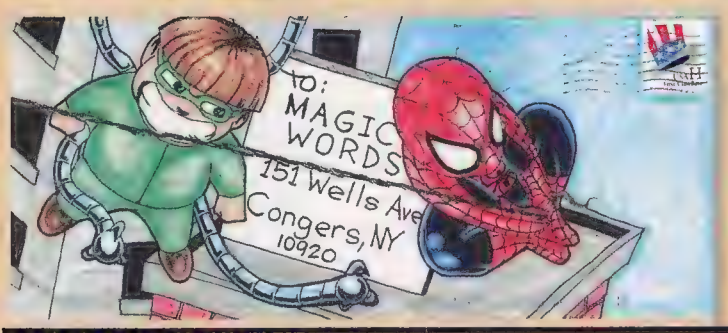


CRIMSON Peter Han, Beauerton, OR



MARY JANE VS. GWEN STACY Comfort Love, Holland, MI

GENERATION POKÉX Jennifer Ruggiero, Mastic Beach, NY



LI'L OCK & SPIDEY JR. Randoff, Bridgeport, CT

gets to drone on about the mind, the spirit and the infinite possibilities therein.

Can we just put these to rest?

Terry Anderson
Glasgow, Scotland

Only if we can also put to rest the weakest superhero team leader exhortation of 'em all: "Hit 'em hard and fast!"

As if the Avengers were gonna hit the Grim Reaper soft and slow.

Dear Wizard Entertainment,
I have a question only you can help me with. What's the difference between "slim chance" and "fat chance"?

Bret Kiolbassa
San Antonio, TX

"Slim chance" is the possibility that any new book that doesn't start with "X-" or "Bat-" can make it past issue #12 these days.

"Fat chance" is the possibility that your average fanboy will ever find a girlfriend. Unless, of course, he loses 20 pounds and ditches that old "Gambit" T-shirt.

Subtle difference there.

And the chance that this month's column has come to a close? Pretty damn good. The last one to turn this page has to shut off the lights. Until next month, I remain...

—Jim McLauchlin

It just occurred to Jim McLauchlin that it's been a long time since he's been on a smelt run. How 'bout you?

Send letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920
or e-mail us at JMcLauch@aol.com

Please address all subscription concerns to:
Customer Service
c/o Wizard Entertainment Group
P.O. Box 656
Yorktown Heights, NY 10598

Please address all 1/2-issue and action-figure concerns to:
Customer Service
c/o Wizard Entertainment Group
151 Wells Ave.
Congers, NY 10920
(914) 268-3594
(Please include your full name, address and phone number and be as detailed as possible.)

Jonni NITRO

AN ORIGINAL LIVE ACTION SHOW EXCLUSIVELY AT ERUPTOR!

A HERO WITH A SHORT FUSE

Directed By MARC SILVESTRI

Written By SCOTT LOBDELL

FEATURING OLIVIA D'ABO as Jonni

THOMAS JANE as the villainous Brack

THE MARTY SHOW

THE ERUPTOR GIRLS

FOO

ONLINE EXCLUSIVES AT MONSTER MART

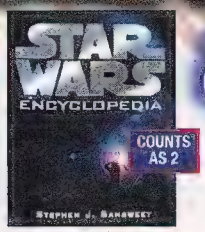
eruptor

www.eruptor.com

TM & © 1999, 2000 Eruptor Entertainment, LLC. All Rights Reserved. Tomb Raider is TM & © of Eidos, PLC.

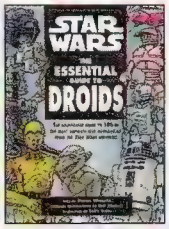
A whole NEW way of LOOKING at

0174† ~~$25.00~~ 20¢

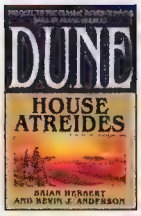


5082-9999‡•++ ~~$49.95~~ 40¢

3350† ~~$24.95~~ 20¢



1917+†++ ~~$19.95~~ 20¢



0489 ~~$27.50~~ 20¢

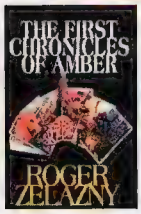
1438 ~~$25.95~~ 20¢

1206 ~~$27.95~~ 20¢

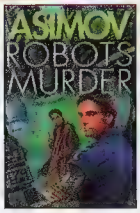
6270 ~~$35.00~~ 20¢

6262 ~~$25.00~~ 20¢

Out of the Madhouse; Ghost Roads; Sons of Entropy.
1057∏ ~~$14.98#~~x 20¢



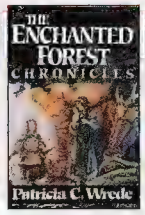
Nine Princes in Amber; The Guns of Avalon; Sign of the Unicorn; The Hand of Oberon; The Courts of Chaos.
6098 ~~$15.98#~~x 20¢



The Caves of Steel; The Naked Sun; The Robots of Dawn.
6395 ~~$14.98#~~x 20¢

Dark Genesis; Deadly Relations; Final Reckoning.
3475◊ ~~$14.95#~~x 20¢

Three Against the Witch World; Warlock of the Witch World; Sorceress of the Witch World.
4572 ~~$14.98#~~x 20¢



Dealing With Dragons; Searching for Dragons; Calling on Dragons; Talking to Dragons.
2360 ~~$66.80#~~ 20¢

Pigs Don't Fly; Master of Many Treasures; Dragonne's Eg.
3657 ~~$14.95#~~x 20¢

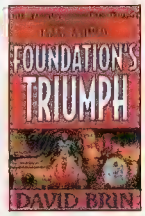
Gray Lensman; Second Stage Lensman; Children of the Lens.
3186 ~~$15.98#~~x 20¢

The Book of the Damned; The Book of the Beast.
7609* ~~$39.90#~~ 20¢

The Book of the Dead; The Book of the Mad.
5264* ~~$39.90#~~ 20¢

6296 ~~$19.95~~x 20¢

6239 ~~$19.95~~ 20¢



2113 ~~$25.00~~ 20¢

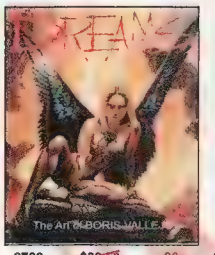
6155 ~~$25.95~~ 20¢

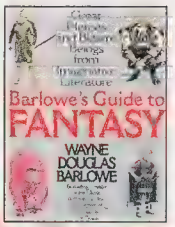
6254 ~~$24.95~~ 20¢

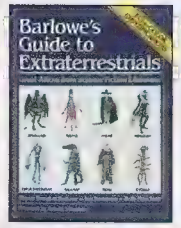
5819 ~~$26.95~~ 20¢

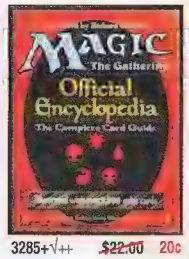
MEMBERSHIP IS THIS EASY: **Get 5 books now for 1.00**, plus shipping and handling. Send no money now. We will bill you only when membership is confirmed. **Satisfaction is guaranteed** or return the books within 10 days at our expense to cancel membership. You'll owe nothing. Choose from the **FREE Club magazine**, sent up to 17 times a year. It features uncut **hardcover editions,** sometimes altered in size to fit special presses and save you money. **Save up to 65% off publishers' hardcover edition prices.** For your convenience, we send the Featured Selections automatically. If you don't want them, or want other books, tell us on your Member Reply Form by the specified date. You have 10 days to decide. You may resign any time after buying 4 more books within the next 2 years. Shipping, handling and applicable taxes are added to each order. If you get unwanted books because your Member Reply Form came late, return them *at our expense.* EXTRA BONUS: Take a 6th book now for $3.98, plus shipping and handling, and reduce your membership agreement to only 3 books. You may charge Club purchases to a **major credit card.** You can also order books via our Web site: **www.JoinSFBC.com.** Your special enrollment passcode is: **SH1**

H910-1


2766 ~~$32.50~~ 20¢


0570++ ~~$35.00~~ 20¢


6916++ ~~$12.98~~x 20¢


3285+√++ ~~$22.00~~ 20¢

2949√++ ~~$22.95~~ 20¢

6122Σ ~~$24.95~~ 20¢

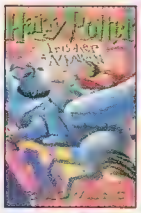
REALITY

TAKE 5 BOOKS FOR $1 with membership

Envision futures that exceed credibility. Gaze deeply into the fantastic. Then stare far beyond the borders of earthly perception. See these promises fulfilled in every book from every author when you join THE SCIENCE FICTION BOOK CLUB®.

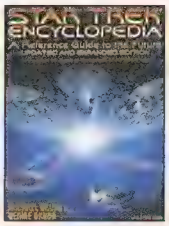
5702Δ ~~$23.95~~ 20¢

0802 ~~$24.95~~ 20¢

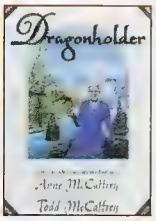

1180 ~~$19.95~~ 20¢

2048 ~~$29.95~~ 20¢

2303Ω ~~$22.95~~ 20¢


6379Ω++ ~~$60.00~~ 20¢

0950 ~~$24.00~~ 20¢


6213 ~~$19.95~~ 20¢

3160 ~~$19.95~~ 20¢

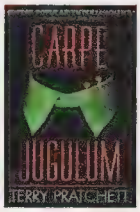
3590* ~~$20.95~~ 20¢

1842* ~~$27.50~~ 20¢

2733 ~~$25.00~~ 20¢

4820 ~~$12.98~~x 20¢

6072 ~~$9.98~~x 20¢


6163 ~~$24.00~~ 20¢

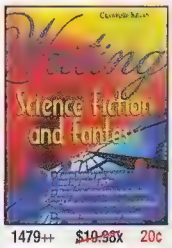
6130 ~~$27.95~~ 20¢

4176 ~~$9.98~~x 20¢

0265++ ~~$13.98~~x 20¢

2782+ ++ ~~$24.95~~ 20¢

6247 ~~$11.98~~x 20¢


1479++ ~~$10.98~~x 20¢

6114 ~~$35.00~~ 20¢

6387 ~~$29.95~~ 20¢

Visit us at: www.joinsfbc.com

KEYWORD: SH1

Prices shown were current at press time. *Explicit scenes and/or language + Softcover edition • Counts as two choices # Combined publishers' editions x Hardcover edition exclusively for Club members ++Non-fiction

† ®,™ & © 1999 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. ‡ ®,™ & © 1998 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. ◊ Babylon 5 ™ & © 1999 Warner Bros. Δ ™ & © 1999 by Twentieth Century-Fox Film Corporation. All Rights Reserved. The X-Files is a Trademark of Twentieth Century-Fox Film Corporation. The X-Files is created by Chris Carter. √ MAGIC: THE GATHERING is a Registered Trademark of Wizards of the Coast, Inc. All Rights Reserved. Ω ™, ® & © 1999 Paramount Pictures. All Rights Reserved. Star Trek and Related Marks are Trademarks of Paramount Pictures. Σ MARVEL SUPER HEROES SECRET WARS and all characters appearing therein are ™ & © 1999 Marvel Characters, Inc. All Rights Reserved. Π © 1998 Twentieth Century-Fox Film Corporation. All rights reserved.

HEROES RETURN

Claremont, Shooter and Liefeld prove you can go home again

Chris Claremont left *X-Men* in a huff nine years ago, abandoning the title he made legendary because of an editorial conflict.

Yet he's gone home.

And he's not alone.

Claremont, now gearing up to drive Marvel's mutants into the new millennium with his March return, is the biggest (and best) example of comics' newest trend—the great return.

The list of creators attempting to show you can go home again is growing, and already includes top-notch talent like Jim Shooter, George Pérez, Rob Liefeld, Bob Layton and David Michelinie.

Why? What is it that draws creators back to their most famous properties?

"You might as well ask why did George Lucas make 'The Phantom Menace'," said Claremont, who will return to write the industry's most popular titles, *X-Men* and *Uncanny X-Men*, this spring. "Because he hadn't finished telling the story. The same argument applies to the X-Men."

Claremont, who chronicled the team's exploits from 1975-1991, teaming with John Byrne to create some of the most beloved X-Men storylines, insists he still has stories to tell.

"These are very strong dynamic characters and I feel we've barely scratched the surface of their lives."

That love for the character is one of the driving forces behind the current trend—just ask Liefeld, who'll again work with his favorite Marvel creation on *Cable: First Contact*, an upcoming mini-series he'll plot and illustrate.

"To me, he's like an old friend," Liefeld said. "You create these characters out of your head, put them on paper and you get to know them after a while."

But knowing them and staying with them are two different things. Liefeld created Cable in *New Mutants*, then used him in *X-Force* before abandoning the character early in the '90s, when he fled the House of

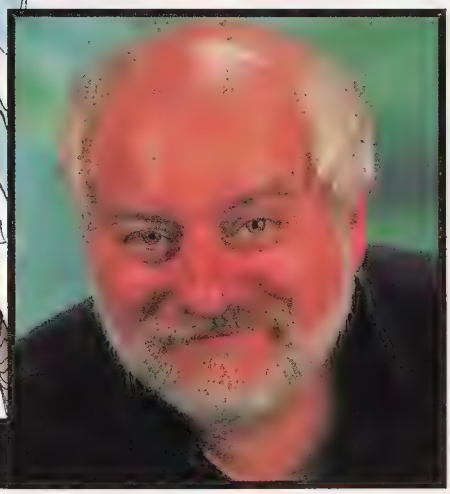


PHOTO BY PAUL SCHRADI

CLASS REUNION Wolvie and his pals welcome back an old friend, Chris Claremont.

Ideas to form Image. He's since returned to pencil a few issues of *Cable*, and looks at *First Contact* as his "magnum opus" for the character.

"I conceived of *First Contact* largely to be able to tell a story that isn't subject to anything going on in current continuity," he said. "This is a story I really want to tell."

And while Michelinie and Layton, the *Iron Man* creative team responsible for the renowned Tony Stark/alcoholism storyline, will once again get behind the iron mask for an upcoming four-issue *Iron Man* storyarc, Michelinie admits the great return wasn't something he originally sought.

"It never really occurred to me," he said. "I wrote two fairly long runs on the book and my general attitude was kind of 'been there, done that'."

He was, however, flattered by Editor Bobbie Chase's offer to return to the scene of his greatest success and quickly signed on.

"I found I've still got a helluva lot of enthusiasm for the character," Michelinie said. "And I have a lot of fun coming up with stories with Bob."

But there's a lot more to the great return than fun.

Bringing high profile creators back to their old books can bring in a helluva lot of extra cash.

Just look at Acclaim's *Unity 2000* , a mini-series that reunited Shooter with his former Valiant characters. The comic legend's involvement with the project "really increased" interest—and sales, according to Steve Huber, owner of Galaxy Comics in Indiana.

"People wanted to see what Shooter was going to do," Huber said. "He's been out of the business long enough, people were really excited about him coming back."

Claremont's pending return to *X-Men* is having the same effect.

"There's a lot of anticipation over the fact he's going to come back and do the books again," Huber said. "People remember his work, people really like his work."

And will that translate into higher sales?

"I'll order more copies," Huber said.

Liefeld's recent return to *Cable* had similar impact. The artist's "coming home" in issue #71 caused sales on the title to jump by 10 percent, giving the book a boost it rode all the way up to the saga of The Twelve.

"I think the sales were slipping," Liefeld said, "and I always kind of saw my role, my contribution to *Cable* as being 'Can I help stabilize this book?'"

The question on fans' minds, however, deals less with money and more with magic.

When separated from their most famous titles, the creators involved in great returns have struggled to equal their earlier successes. Remember Claremont's *Sovereign 7*?

Liefeld's *Fighting American*?

How about Shooter's Broadway Comics?

Can the prodigal sons, comics' great creators, recapture the magic of their past glories?

Pérez is proof they can.

The veteran *Avengers* penciler brought his ultra-detailed art back to Earth's Mightiest Heroes three years ago and has met with nothing but success—both commercially and critically—since then.

In fact, Pérez took home last year's *Wizard* Fan Award for Best Artist.

"*Avengers*?" Liefeld said. "I'm only picking it up because of George."

If that's not enough, Pérez's art helped shoot the book back into the Top 10.

"When the *Heroes Reborn* storyline was out, I was selling probably 15 copies of *Avengers* a month," Huber said. "When *Avengers* #1 came out and George Pérez was doing it, I sold 150 copies."

Most importantly, Pérez is winning over new fans, readers too young to remember his two earlier *Avengers*' runs in the 1970s and 1980s.

To Claremont, that's the idea behind great returns—to weave new legends.

"I'm looking at this as a voyage of exploration and discovery rather than 'Been there, done that,'" he said.

And while he doesn't think anyone can recapture the magic of the early '90s, Liefeld said he believes great returns accomplish the most important part of their main goal—piquing fans' curiosity—as soon as the creators sit down and agree to do the work.

"I think everyone will tune in," he said. "I'm excited about what Shooter's doing and I'm curious as to what Chris is going to do.

"They've got my attention."

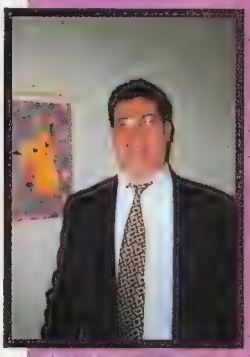
And the fans' attention, too. ■ CHRISTOPHER LAWRENCE

HEAP OF TROUBLE As of *X-Men* #100 (below) Marvel's merry mutants are in for a rude awakening.

NEWS CONTINUED ON PAGE 22

"Terminator 3" enters production with a limited budget. "We focus more on character development...and stock footage," said director who isn't James Cameron.

67% of all women online turn out to be this guy. "What? How'd you get in here? Get out!" exclaimed online user MRUT4U219.

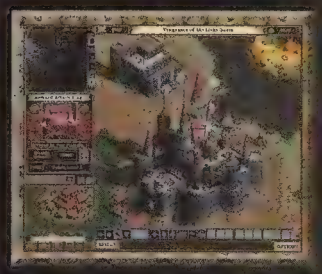


29% of all men online revealed to be this guy. "Gotcha!" exclaimed online user Manimal482.

YOU ARE KING

YOU ARE BUILDER

You're not just the King of Ardania, you're a medieval Land Baron. Spread your power far and wide with Warrior Guilds, Trading Posts, Temples, Gnome Hovels and Elven Bungalows.

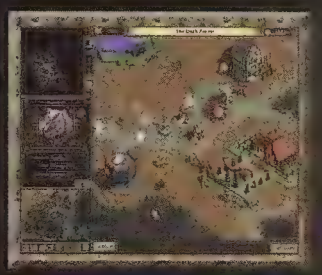


YOU ARE DESTROYER

Lay siege, my liege. Raze the unholy stench from evil's spawning grounds in nineteen replayable, non-linear quests, and freestyle missions of your own devising.

YOU ARE WAR

For every holy day, there is a Harpy. For every peasant, a Troll. For every knight, a Dragon. For every moment of kingship, a Royal pain. Recruit from sixteen different hero classes to fight off the hordes of monsters stalking your kingdom - Rock Golems, Dragons, Daemonwood, oh my!



YOU ARE PEACE

Only a sovereign of your great stature can bring peace to the long-suffering peasants of the land. Manage your gold carefully, you'll need to spend it wisely to achieve success.

YOU ARE MIGHT

Yours is an iron fist in a velvet glove. Battle against, or cooperate with, up to three other players in multi-player games - the choice is yours.

YOU ARE THE LAW

You are the Man. If something rubs you the wrong way - put a price on its head! Place reward flags with gold bounties to prod your heroes into dishing out some heavy metal vengeance.

The Fantasy Kingdom Sim

MAJESTY™

YOU RULE

majestyquest.com

©1999 Hasbro Interactive, Inc. All Rights Reserved. Majesty™ is a trademark of Cyberlore Studios, Inc. Cyberlore is a registered trademark of Cyberlore Studios, Inc. All Rights Reserved.

MICROPROSE
www.microprose.com

THE MAJESTY DEMO RULES!
.. AND SO CAN YOU!!

Download the majestic 'MAJESTY' demo and you'll automatically be entered in the 'King for a Day' competition. Win a trip to tour authentic medieval castles in England.

THE BUZZBIN

THE INSIDE SCOOP ON THE COMIC INDUSTRY

APOCALYPSE LIVES! Ya can't keep a bad villain down! Marvel just loooves the alternate-universe "Age of Apocalypse" so much that the publisher is trying to get the table set for a return which could possibly run through the regular X-Men titles in late 2000!

RUDE AWAKENING Fans of Steve Rude's X-art should enjoy it while they can. The artist, who's been working with writer Joe Casey on the six-issue mini-series *X-Men: Children of the Atom*, has been booted to make room for former X-artist Paul Smith as of April's six-months-late issue #3. No word whether Rude will continue to paint covers.

GO, DANGER GIRL, GO! J. Scott Campbell is lining up artists to pitch in on a series of *Danger Girl* specials for 2000. Hugging the inside of the track? New sensation Tommy Yune, hot off the smash-success *Speed Racer* mini-series.

MORE SUPER SHAKEUPS Penciler German Garcia has gotten the Super-boot from *Action Comics* because, sources maintain, of his inability to meet deadlines.

KUBERT TO THOR? Marvel insiders say artist Andy Kubert will leave *Captain America* and take over *Thor* by spring. Writer Dan Jurgens is rumored to be taking over penciling chores on *Cap* to go with his writing hat. Jurgens also has a *Thor* mini-series plotted and ready to go. He may pull double-duty, writing and drawing.

FANTASTIC FAN *Avengers Forever* artist Carlos Pacheco could be the successor to Chris Claremont as *Fantastic Four* writer.

KNIGHTLY TEAM-UP The Marvel Knights crew plans to unleash a four-issue *Spider-Man/Daredevil* mini-series this summer. Word has it MK veteran Paul Jenkins (*Inhumans*) will script the team-up.

SCOTT LOBDELL GETS BUFF Scott Lobdell writing Buffy? Maybe. Rumor has it that the former X-Men writer's primed to write *Buffy the Vampire Slayer* comics for Dark Horse–either a storyarc in the ongoing series or an original graphic novel.

CROSSOVER CRAZE In the pipeline from Dark Horse and DC Comics: a JLA/Predator crossover, a Superman/Batman/Aliens/Predator crossover written by Karl Kesel and illustrated by Alex Maleev (Batman: No Man's Land), a Xena/Wonder Woman crossover and a SpyBoy/Young Justice crossover (slated to be written by Peter David, author of both titles).

RIDE THE STAN-COASTER? Get yer tickets! The movers and shakers of Stan Lee Media have inked a deal with a company that creates theme parks. The Stan Lee version of "Mr. Toad's Wild Ride" may be on its way to an amusement park near you!

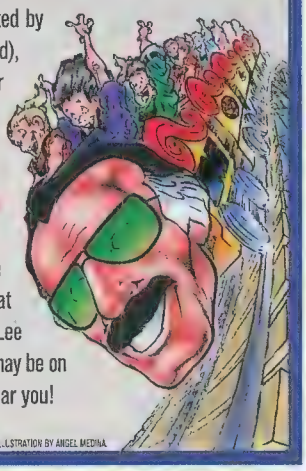


ILLUSTRATION BY ANGEL MEDINA

THEY SAID IT

IDLE CHATTER

"The X-office says no. We can use him for guest appearances, but he isn't coming back to the roster. The odds are a million to one."

– *Avengers* writer **KURT BUSIEK**, on attempting to bring the Beast back to the Avengers

MORRISON CALLS IT QUITS

Unhappy with DC, 'The Matrix,' writer vows no more comics

Grant Morrison—unemployed?

That's right. The creator who reinvigorated the *JLA* franchise and wowed Vertigo readers with *The Invisibles*, has announced he is quitting comics.

After claiming "The Matrix" movie was a rip-off of *The Invisibles* and having his pitch to revamp lagging Superman sales last year rejected, the British writer said he's through with comic writing for now.

"The current editorial regime [at DC] seems to think that they best way to treat their top creative people is to relentlessly insult them, undermine them and generally treat them like bacteria," Morrison said.

Morrison said it was "disgraceful" how he, Mark Waid, Tom Peyer and Mark Millar were treated after they were asked to pitch a Superman revamp. Morrison said he was as turned off by DC's lack of creativity as he was by the way he, and his team, were treated.

"[DC publisher] Paul Levitz didn't even want to listen when I approached him in '98 and he dismissed me by saying that the Super-books were good enough as they were and that there was no need for a revamp," Morrison said.

DC had no comment on Morrison's departure.

The writer also said he's had enough of people stealing his ideas and making money off of them. Morrison claims the Warner Bros. film "The Matrix" swiped concepts he created for *The Invisibles* —the comic published by DC's Vertigo line, a subsidiary of Warner Bros.

Morrison completes *The Invisibles* in April, ends his run on *JLA* in March with issue #41 and already has a *Marvel Boy* mini-series for the Marvel Knights line set for summer. Morrison said the end of those projects also signals the end of his comic book career as he intends to shift his efforts to working on a novel and a movie script with Millar. ■ **MIKE COTTON**

STEAMED Morrison claims "The Matrix" ripped him off. All except Keanu Reeves' snappy dialogue.

MORRISON PHOTO BY PAUL SCHRADER. "MATRIX" PHOTO COURTESY OF THE EVERETT COLLECTION.

ALTERNATE COVER BY
JOE MADUREIRA

MR. ELLIS' HOUSE OF STYLE

Warren Ellis gets back to basics this March.

That is, if your idea of basic is the patent black leather, tattoos and wild haircuts that'll appear on the pages of the Counter-X titles (*X-Force*, *X-Man*, *Generation X*) when the British sensation takes over the books.

"The stuff looks cool, it looks tough," X-editor Jason Liebig says. "It also looks like something that was created in 1999 rather than 1991." ■ CL

X-MAN

X-FORCE'S JESSE BEDLAM

X-FORCE'S MELTDOWN

X-FORCE'S JAMES PROUDSTAR

GREEN LANTERN GETS REAL

Chances are you've already seen the new *Green Lantern* writer deal with overly dramatic situations.

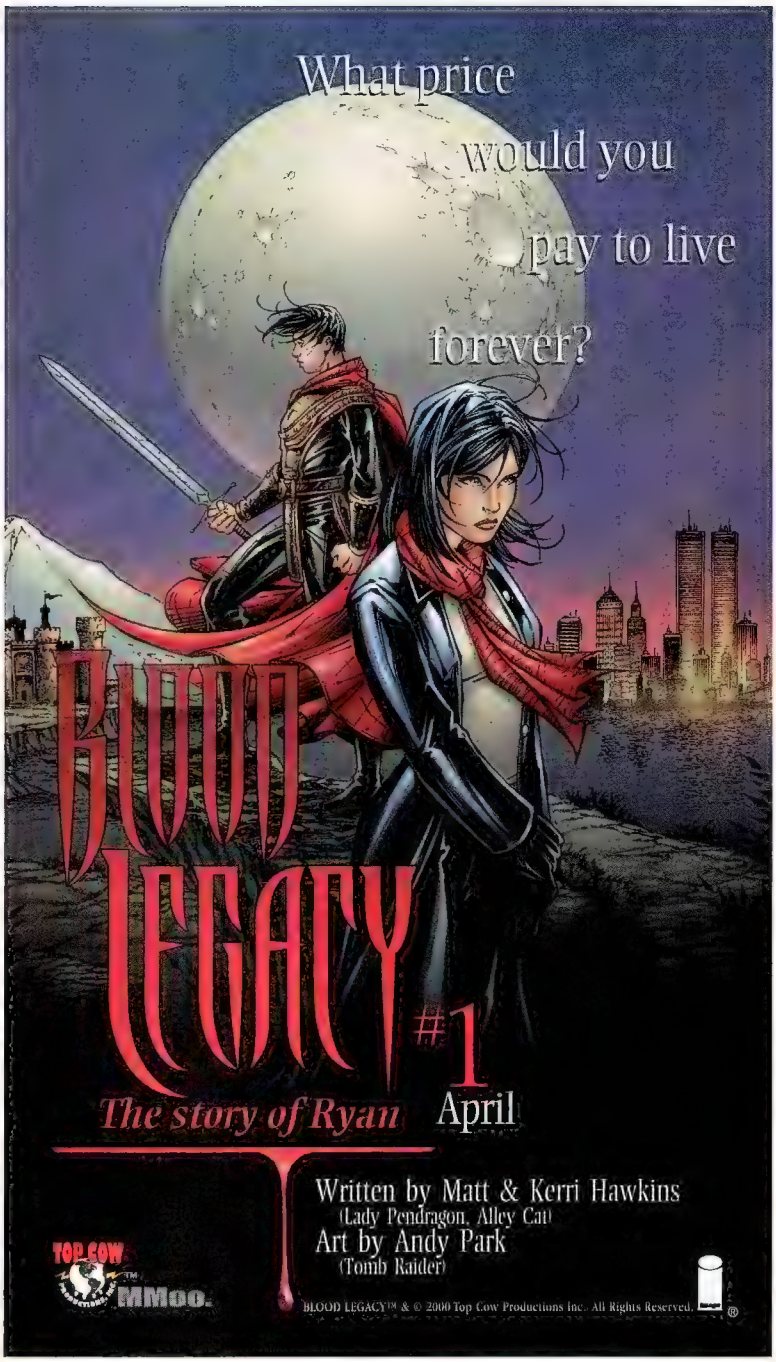
Judd Winnick was a cast member on MTV's "Real World San Francisco" and also created *The Adventures of Barry Ween* series for Oni Press. He's getting his big break into mainstream comicdom as he takes over the writing duties on *Green Lantern* with issue #126 due in May.

He wants fans of the series to know that he's just writing the book, not taking it over and changing everything. "Kyle will remain Kyle," Winnick said. "He's not going to go in any wild directions, it's pretty much what's been laid out by Ron [Marz, the previous *Green Lantern* scribe]. I don't think it's fair to the readers to come in and say 'He's gonna shave his head, quit being an illustrator and move off of the Earth."

Winnick has shown his outrageous humor in Oni Press' *Barry Ween*, but will ease into *Green Lantern*. "Kyle can be funny," he said. "The people around him can be funny, but initially I'm going to kick in with the serious stuff. Basically, I want to avoid the big boxing gloves Green Lantern."

Kyle's supporting cast will still be around, and Winnick is especially interested in fleshing out the relationship with Kyle and former Green Lantern John Stewart. "After all, he's not a jerk like Guy Gardner and he's not the Spectre. He's someone that Kyle can talk to." ■ NACHIE CASTRO

HERE COMES DA JUDD Sorry, Kyle. It ain't Ashley. Not even Wynonna.



BARBERIWATCH

HE'S OUR GUY

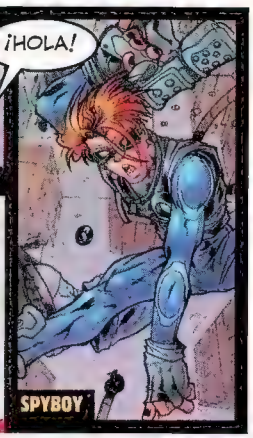
Remember our "Draw Wizard #100" Contest winner, Carlo Barberi?

Well, we're not the only one who thought his work looked peachy keen. Turns out that DC Comics and Dark Horse Comics liked his art so much that they hired our amigo from sunny Monterrey, Mexico.

PHOTO BY PAUL SCHIRALDI.

Carlo rendered a pinup in the back of Dark Horse's *SpyBoy* #2, and DC tagged him to draw its *JLA Junior* one-shot as a part of its "Sins of Youth" fifth week event slated for March.

Who said bribing us never gets you anywhere?



BUSIEK SHOCKS THE MONKEY

Writer to kick off Gorilla line with April's 'Shockrockets'

No shock here: Gorilla partner and acclaimed writer Kurt Busiek will christen the new Gorilla Comics line in April.

"It had to be me or Mark [Waid] first," Busiek said. "We kind of became point men for Gorilla. And Mark was happy to have the extra month."

Busiek flies in first with *Shockrockets*, a tale set in the late 21st century after Earth has fought off a devastating alien invasion. *Shockrockets* will be a monthly, six-issue mini-series penciled by Stuart Immonen (*Adventures of Superman*). "It may sound like a superteam name, but it's not," said Busiek. "The Shockrockets are the coolest air fighters known to man, the best blend of human and captured alien technology, flown by the best pilots. They're the key to keeping the aliens at bay, and every kid wants to grow up to be a Shockrocket pilot."

TEAM ROCKET To protect the world from devastation, monkeys unite for the gorilla nation. This book's outta sight. Meowth that's right.

One such kid is Alejandro Cruz, the series' point-of-view character. "He's this machine-mad, engineering-freak 16-year-old," Busiek said. "He scours junkyards looking for scraps of alien technology to build his own vehicles." Cruz will get a once-in-a-lifetime shot to become a Shockrocket pilot, because according to Immonen, "A Shockrocket pilot is not just anybody. Each craft has a psychic link to its individual pilot."

After piloting the six-issue series, Busiek and Immonen will do a *Superstar* project, featuring a hero who enjoys great public fame, before returning to another *Shockrockets* mini-series in 2001. "We plan to do *Shockrockets* once each year, as long as we have stories in us," Busiek said. Immonen thinks that will amount to *many* years. "Kurt called and asked me what I'd like to do," the artist said. "I told him, 'Big machines!' This is what we came up with, and I love it."

Meanwhile, Waid will collaborate with artist Barry Kitson on the second, as-yet-unnamed Gorilla project for May. ■ JIM McLAUCHLIN

DIXON NEWEST 'KNIGHT' RIDER

'Marvel Knights' book features an unlikely team of heroes

Call him Sir Chuck.

Chuck Dixon, one of the industry's most prolific writers, joins the Marvel Knights lineup this year to script *Marvel Knights*, a non-team book that'll bring together some of the House of Ideas' darker heroes.

The lineup for the first arc includes MK staples like Daredevil and the Black Widow, as well as Dagger (from *Cloak and Dagger*) and Shang Chi, the Master of Kung Fu.

Oh, yeah. The Punisher's there, too.

"I know the Punisher isn't exactly Captain America. He's not a team player," Dixon says, "but I told Joe [Quesada] I'll figure out a way he can be in every issue because I like the character so much."

To accommodate the Punisher's style, Dixon structured the series so he remains in the background, pulling the group's strings.

"It all starts when something really weird happens and Punisher goes to Daredevil and says 'You know these guys, can you whistle up the Fantastic Four or the Avengers or something?' " Dixon says. "But Daredevil's really only on mere speaking terms with those people, so he assembles a group that's not quite that superpowered.

And it's a group that, ironically enough, stays in contact for one main reason—to stop the Punisher.

"It's pretty much like the first few issues of the Avengers, where the Hulk was a member, then not a member," Dixon says. "Then the Avengers spent a lot of time hunting the Hulk after he quit."

Eduardo Barreto will pencil and Klaus Janson will ink *Marvel Knights*. As for Dixon's other projects, he will remain on DC's *Nightwing*, *Robin* and *Birds of Prey*.

"I always try to do four monthlies," Dixon says. "And the next year looks crammed full of work."

Just the way he likes it. ■ CL

CHUCK'S WAGON Dixon's trail mix includes Black Widow, Punisher, and Daredevil.

HERE COMES HARLEY QUINN

Quinn's in as new ongoing DC series with Kesel scripting

PUNCHLINE What's black and white and red all over? Harley's new series or a penguin in a blender.

Fans swooned for her in the animated series. They demanded her in the comic book. They devoured her regular continuity debut. Now that twisted little vixen, Harley Quinn, gets her own series.

Ever since she debuted in regular DC continuity, in *Batman: Harley Quinn*, fans have fawned over the little psycho with a smile. Now writer Karl Kesel aims to kick things into Harley overdrive.

"This is the era of the bad girl comic," Kesel said with a chuckle. "I think we've got some tricks up our sleeves. We won't reform Harley but she'll be developing her own agenda, which will sometimes put her on the side of the angels and sometimes not.

"Basically she'll never view herself as good or evil. That decision will be made by people around her."

Kesel admits most of the series' plans are still being fleshed out — the series has yet to be named and is scheduled to come out sometime in 2000—but he's excited about the opportunity to tackle Gotham City.

"I'm anxious to play around with the Gotham characters, because I've done very little of that in my career," Kesel said. "But on the other hand Harley as a character hasn't had very much interaction with other characters animated or otherwise. There'll be some bouncing back and forth."

Harley Quinn co-creator Paul Dini, director of "Batman: The Animated Series," contractually had to be given first pass on the new series. Dini was caught off-guard when he heard an ongoing series was planned.

"Karl submitted a proposal and I think they got really excited about it," Dini said. "It wasn't like editorially they said they wanted to do a series and didn't want to have me involved. It's just one of those things."

Though Dini won't be officially involved with the series, he said DC's given him an open door to play with his creation.

"If time allows, and they want me to, I could do a fill-in or special," he said. "Bruce Timm and I are still working on a *Harley and Ivy* miniseries coming out next year." ■ MC

ROMITA DOUBLES UP ON SPIDEY

Jumps to "Amazing" in August; Thor left holding the hammer

John Romita Jr. can't get enough of Spider-Man.

And to prove it, he takes on double duty penciling the friendly neighborhood wall-crawler starting (tentatively) in August when he jumps on board as artist on *Amazing Spider-Man* with issue #22 in addition to his art chores on *Peter Parker: Spider-Man*.

"I'm really excited because I've wanted to get back to *Amazing* for a long time," Romita said. "I want to see if this insane thing that I've done can have any positive results."

Insane? Better believe it, pal. Penciling two months' worth of the same character can begin to dull the senses and creativity after a while.

Not so fast, said Romita.

"To tell you the truth, burnout is not even a concern," Romita said. "I've done so much Spider-Man in the past, I'm real comfortable drawing him twice a month. The problem for me came with drawing Spider-Man, then switching gears entirely and concentrating on Thor. It was a whole different style of drawing, a completely new set of references."

Wait a sec. That's right, if Romita takes over two Spidey books, what happens to the God of Thunder? Who's gonna draw his Asgardian adventures?

Romita is scheduled to finish up his *Thor* run with issue #25, a double-sized issue shipping in May that wraps up the current Thanos storyline.

According to Spider-editor Ralph Macchio, "John is tentatively scheduled to take over *Amazing* with issue #22, provided everything wraps up according to plan with *Thor*." That would leave an as-yet-un-named artist to fill in for three issues of *Amazing Spider-Man* after John Byrne finishes up his run with April's #18.

But on the subject of *Thor*, rumor has it that Andy Kubert may take over as penciler following Romita. However, the official stance at Marvel is to remain mum. Editor Tom Brevoort said that "Issue #20 just shipped, so we've got some time to look for a new penciler. We've got some things in the works, but it's way too early to announce anything." ■ ANDY SERWIN

DOUBLE TIME Nuthin' could be sweetah' than more Johnny Romita.

PHOTO BY PAUL SCHRAUB.

DOUBLETAKES

WHA THE? WHO THE? WHERE?

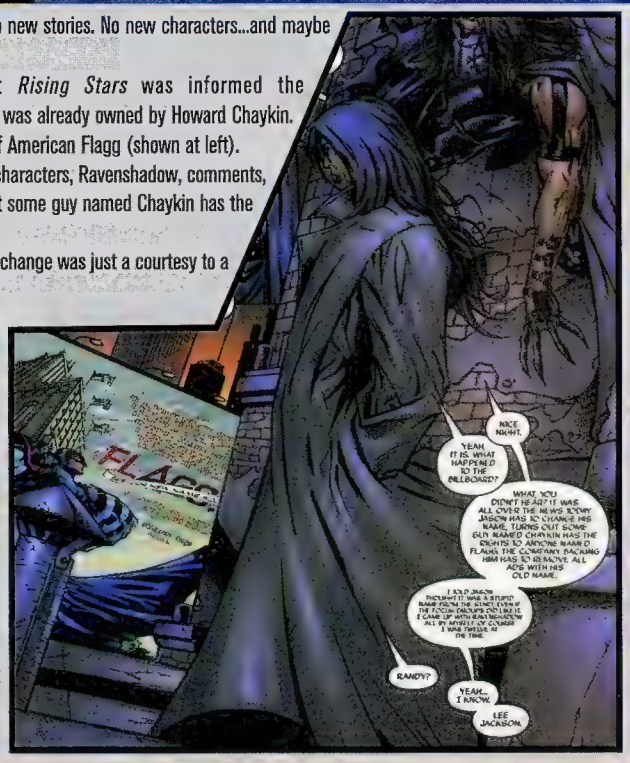
Some people say there are no new ideas. No new stories. No new characters...and maybe they're right. Just ask J. Michael Straczynski.

The writer behind Top Cow's hit *Rising Stars* was informed the name Flagg, which one of his characters uses, was already owned by Howard Chaykin. Chaykin is the creator–and copyright holder–of American Flagg (shown at left).

In *Rising Stars* #3, one of Straczynski's characters, Ravenshadow, comments, "Jason has to change his name, turns out some guy named Chaykin has the rights to anyone named Flagg."

Straczynski said the name change was just a courtesy to a fellow creator.

"Chaykin contacted Top Cow very unofficially and mentioned he had the rights to Flagg, which I hadn't realized, I thought he owned American Flagg specifically," Straczynski said. "Chaykin is a friendly acquaintance and I happened to see him out at dinner one evening, went over, and suggested the stuff that appears in issue three. He laughed, thought it was a fun idea and that, as they say, was that." ■ MC



CALLING GOD'S HIT SQUAD

Sometimes even God needs a hitman—or hitwoman.

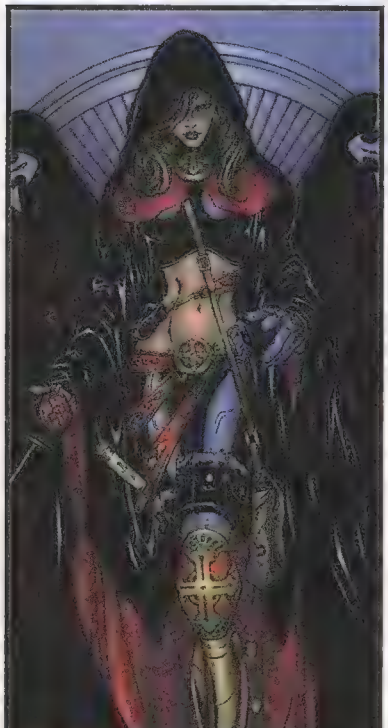
That's where Magdalena comes in. A direct descendant of Mary of Magdalene, Magdalena takes care of all the dirty little problems the church has, when the new Top Cow series entitled *The Magdalena* kicks off in March.

And that isn't an easy task, according to writer Marcia Chen.

"[The church] sends her out to do whatever they need," said Chen, "to take care of things of a supernatural nature.

"In the first storyarc, she'll be investigating a murder and it turns out to be a vampire story but not quite in the way that you'd expect it to turn out. We'll also see a priest in a church who discovered some relics that could lead to the downfall of all Christianity."

Chen is also doing research into the different theories on Mary of Magdalene being the wife of Jesus Christ. Joe Benitez, the penciler who first drew Magdalena in *The Darkness* #15-#18 will handle art chores. ■ MC



HOLY COW Mary, Mary, why you buggin'? Someone must be dipping into the collection plate.

'GRENDEL' ARTIST BIUKOVIC DIES

Biukovic (right) with Dark Horse's Peet Janes

One of comics' most passionate creators has passed away.

Edvin Biukovic, the artist known primarily for his riveting work on Dark Horse's *Grendel Tales: Devils and Death* and DC/Vertigo's *Human Target*, died December 5, 1999 from complications resulting from a brain tumor.

"For Eddy, there was no shortcut," said DC Editor Axel Alonso. "You do it with soul, or you don't do it at all."

Fans of Biukovic's work will get one last chance to sample his greatness. DC's February *Weird War Tales Special* #1 will feature a short story written by Garth Ennis and illustrated by Biukovic. ■ JM

PHOTO COURTESY OF DARK HORSE COMICS

DARK HORSE WORKING ON 'TITAN'-IC PROJECT

Animated film starring Matt Damon, 'Titan A.E.' hits comics stands first

"Phantom Menace," eat your heart out. The upcoming animated sci-fi flick "Titan A.E." will have a prequel comic book out before the movie even hits theaters.

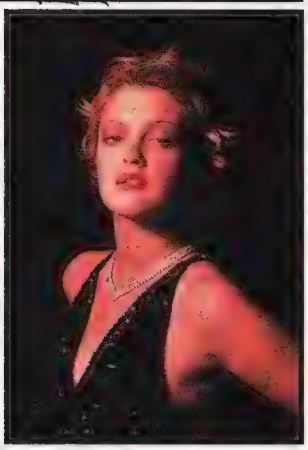
Readers can learn why aliens blow up Earth and force humanity to make for the stars in Dark Horse Comics' *Titan A.E.*, beginning in April. Dark Horse editor Scott Allie writes and Lucas Marangon illustrates the three-issue mini-series, while the 20th Century Fox movie, featuring the voices of Matt Damon and Drew Barrymore, debuts this summer. In it, an orphaned boy named Cale embarks on a quest to find his father's spaceship, the Titan, which has the power to create a new home for humanity—and humanity needs one, after nasty insect-like energy beings called the Drej destroy the world.

The prequel format means Allie can build on the movie's storyline. "Dark Horse doesn't do straight adaptations too often—we find them pretty boring," explained Allie. So by rewinding the action to fifteen years before the events of the movie, Allie can fill in some gaps. "The movie kind of glosses over the whole destruction of Earth, and they don't really deal with why the Drej do any of this," explained Allie. "Also, Cale's dad, a scientist named Sam Tucker, is dealt with in a brief five-minute scene, and it seemed like there was a lot of information that was just skimmed over." Pretty important stuff, too, since Tucker's ship, the Titan, is the whole point of the movie.

Cale won't appear in the series (he hasn't been born yet), so the main focus will be his parents—who haven't even met as the story opens. The biggest character from the movie to show up in the books will be Korso, Cale's companion and a former associate of his father.

This is the first major project for both Allie and Marangon, but it's not the big stuff—plot, artwork—they're worried about. They can't get the title right. "The hardest thing in the world is not calling it 'Titan A & E'," said Allie. "We've been calling it 'A & E' by mistake." Eggheads. ■ RICHARD HO

TITANS TOGETHER Matt Damon (left) and Drew Barrymore lend their voices to "Titan A.E."



PHOTOS COURTESY OF OUTLINE.

WONDER MAN AND BEAST TAKE SHOW ON THE ROAD

BEASTIE BOYS "Sniff? Sniff? Smells like teen spirit...or Taco Bell."

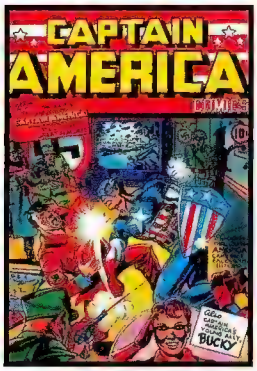
He's been dumped for an android, beaten up by some of Marvel's biggest villains and even died...twice.

When you've had a life like Wonder Man has, something's got to give, and in March's *Avengers Two: Wonder Man/Beast*, that something finally does. Written by veteran *Avengers* scribe Roger Stern and penciled by current *Thunderbolts* artist Mark Bagley, the three-issue mini-series tells the tale of a distraught Wonder Man on a voyage of reawakening. Tagging along will be everyone's blue buddy Beast to keep Simon grounded and light-hearted.

"It's basically a buddy movie," said Stern. "They're not quite up there with Mel Gibson and Danny Glover, but they are a good subset."

So does Stern, who wrote over 70 issues of *Avengers*, consider the two title characters his favorites? "They're up there," said Stern. "There's an unmistakable camaraderie between the two which makes them very enjoyable to write." ■ CASEY SEIJAS

SIMON SAYS: GIVE ME MY 'CAP' BACK!



Captain America's never-ending battle is moving to a new arena: The legal front.

Joe Simon, creator of Captain America, has filed to revoke the 1940 transfer of copyright for the character to Marvel Comics. Under U.S. copyright law, creators of material created before 1978 can regain copyright after 56 years have passed. Simon was inspired by a similar move the heirs of Superman creator Jerry Siegel made when they recently filed to revoke transfer of copyright for Superman to DC Comics. No resolution has yet come on the Siegel case.

"If we are successful, I'd like to breathe a new life into the character," said the 86-year-old writer/artist. "But some other guys might have to help me do it, 'cause I'm getting up there in years."

Simon now also claims that Captain America—long thought to be a joint creation of Simon and longtime partner Jack Kirby—was solely his creation. "Our joint bylines are on there, because we did things like that all over the place," Simon said. "But I have documents that will prove my point."

A Marvel spokeswoman offered only that, "We have received the filing and are presently reviewing it."

Come what may, Marvel has a minimum of two years legal "fair warning." If Simon's claims hold, he will receive rights to Captain America in December, 2001. And he remained confident he will. "That's the law," Simon concluded. "If the laws follow, it will happen." ■ JM

GRENDEL REVISITED AND RECOLORED

Grendel's granddaughter Christine Spar spars again. *Grendel: Devil's Legacy*, the 1986 Comico series featuring Christine Spar and Argent, will be recolored and republished by Dark Horse Comics, starting in March.

"It was a lot of people's first exposure to Grendel," says writer Matt Wagner (*Mage*), who will be painting all-new covers for each issue of the 12-issue miniseries. Not only that, but "[Christine Spar] was one of the first bad-girl characters from the initial days of the independent-comic scene."

Set in the year 2015, *Devil's Legacy* features Christine Spar searching for her kidnapped son. "She goes on a vengeance streak when her child goes missing," says Wagner.

"This stuff is like prototype Image material...very wild, dynamic layouts. A full-page design," continues Wagner. A monthly miniseries, *Devil's Legacy* is illustrated by the Pander Brothers and recolored by Jeromy Cox (*Mage*).

Dark Horse has published *Grendel* for nine years. When Comico became defunct, Dark Horse eventually gathered together enough material—both original and file—to reprint the series. "We've been wanting to do it for a long time," says Wagner. Look for a Christine Spar action figure from Graphitti Designs in spring 2000, and a Spar statue from Bowen Designs around Christmas 2000. ■ JJ

SPAR CHANGE Grendel gets a full makeover, color included. No word on a bikini wax.

THE NEW BREED OF COMICS IS HERE!™

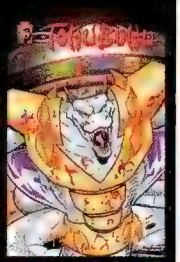
TOHUBOHU

ORDER THE COMPLETE 6 ISSUE MINI-SERIES FROM YOUR RETAILER TODAY

TOHUBOHU #1
PREVIEWS ORDER NO: JUL991556

TOHUBOHU #2
PREVIEWS ORDER NO: AUG991656

TOHUBOHU #3
PREVIEWS ORDER NO: SEP991592


TOHUBOHU #4
PREVIEWS ORDER NO: OCT991588

TOHUBOHU #5
PREVIEWS ORDER NO: NOV991472

TOHUBOHU #6
AVAILABLE IN THE DECEMBER ISSUE OF PREVIEWS

GRAB YOUR FREE DOWNLOADABLE MINI-COMICS FORM OUR WEBSITE

HTTP://WWW.NEWBREEDCOMICS.COM

AND WHILE YOU'RE THERE CHECK OUT SNEAK PREVIEWS, CHARACTER BIOS, AND OTHER COOL STUFF!

NEW BREED™

NEWBREEDCOMICS.COM

'X-MEN' MOVIE PREVIEW

Film adaptation and prequel comics to ship prior to movie release

Think of it as a sneak preview.

Marvel's gonna unleash its comic adaptation of the "X-Men" movie weeks before the summer blockbuster hits the theaters. The long-anticipated motion picture about Marvel's merry band of mutants is set to open nationwide July 14.

"Right now, the plans are for the adaptation to ship in early June," Editor Mike Marts says. "It'll ship several weeks before the movie."

Work on the adaptation, a 48-page one-shot written by Ralph Macchio with art by Anthony Williams and Andy Lanning, has already begun.

"The writer has the script (from the film)," Marts reveals, "and the artists had photo references from the movie."

The adaptation, which is expected to have a photo cover pulled from the film, might offer X-philes their first good look at the stylized costumes designed for the flick.

And if that's not enough to whet fans' appetites, the folks at the House of Ideas are also working on three movie "prequels."

"The books will focus on Magneto, Wolverine and Rogue," Marts admits. "They'll also be 48-page books, with no ads and photo covers."

As for the creative teams behind the prequels, a pretty impressive roster's already been set.

Longtime Marvel contributors Joe Pruett (*Cable*), Mark Texeira (*Black Panther*) and Jimmy Palmiotti (*Daredevil*) will put their spin on the Master of Magnetism; Rogue will be handled by the writing team of Dan Abnett and Andy Lanning (DC's "Legion of the Damned") with art by Alan Evans; and Jay Faerber (*Generation X*) and Karl Waller will work on Wolverine. The inkers for the Rogue and Wolverine books have yet to be determined.

"The three prequels are all in movie continuity," Marts says. "They'll involve stories that lead up to the events in the film."

In an effort to keep with that timing, the prequels will ship the week prior to the adaptation. ■ CL

DIRECT APPROACH Director Bryan Singer poses on the set of the "X-Men" movie. Could that be Cerebro?

PHOTO COURTESY OF 20TH CENTURY FOX.

THE MAN OF STEEL WEDS...AGAIN?

Superman and Wonder Woman...married?

Nope, it's not *The Kingdom*, it's a New Jersey wedding of wanna-be superheroes. Gina and Frank Logan, two superfans who compete annually in *Wizard*'s Halloween costume contest, put a decidedly comic touch on their recent wedding.

Gina, who auditioned for a national casting call for a "Wonder Woman" movie and wrote about her experiences in *Wizard* #80, got to live the fangirl dream when she played the Amazon princess to her husband's Superman.

Gina was ready for a few comic standards at the ceremony but she wasn't ready for what her husband did after they exchanged vows.

"He just ripped open his shirt and there it was, his Superman shirt. I said 'You're crazy!' I couldn't believe he was wearing it," she remembered with a laugh.

If marrying Superman wasn't surprise enough, on top of the newlywed's cake sat a custom-made topper of Superman and Wonder Woman decked out in tuxedo and wedding dress.

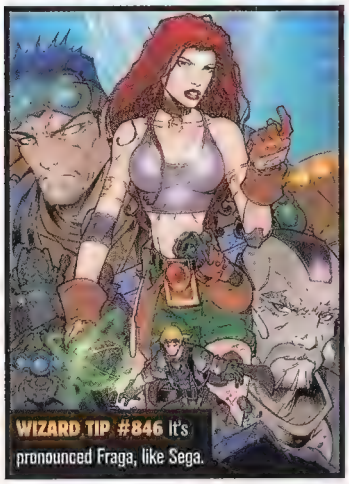
"We really wanted to do the whole Superman-Wonder Woman thing, but we didn't want to get married in costumes or anything," Gina said.

And for the biggest question: Was the groom a Superman on the honeymoon?

"Of course he was," Gina said with a giggle. ■ MC

PHOTOS COURTESY GINA LOGAN.

FRAGA GETS INTO 'GEAR'



WIZARD TIP #846 It's pronounced Fraga, like Sega.

Dan Fraga's lookin' to kick comics into high *Gear*.

The Gear Station, the creator-owned kung-fu/sci-fi/fantasy tale from Fraga, bursts into comic stores in March, assaulting fans' optic nerves with its futuristic blending of hand-drawn pencils and computer generated (CGI) backgrounds. Fraga has previously done fill-in artist work on *Witchblade*, *Spider-Man* and *Supreme*.

The ongoing monthly'll be published by Image, and Alex Ross, Mike Turner and Pat Lee will provide alternate covers for issue #1.

The story of *The Gear Station* takes place in the country of Domain and promises to be chock fulla magical battles, secret societies and underground fight clubs.

"I have a passion for the world and characters in *The Gear Station*," Fraga said, "and I want to bring it to readers on a regular basis." The epic revolves around Bryce, a reluctant young hero who holds the fulfillment of an ancient prophecy in his hands, and his battle against the evil Steamlords.

As for the CGI stuff, Fraga's got the entire world of *The Gear Station* on his computer, so he can move anywhere in Domain and render a background. Then he simply adds the characters.

"The final effect is just what I wanted," Fraga said. "It looks like an animated movie...and I've always wanted to see a comic book that had that kind of magic." ■ CL

RETURN OF THE JEDI

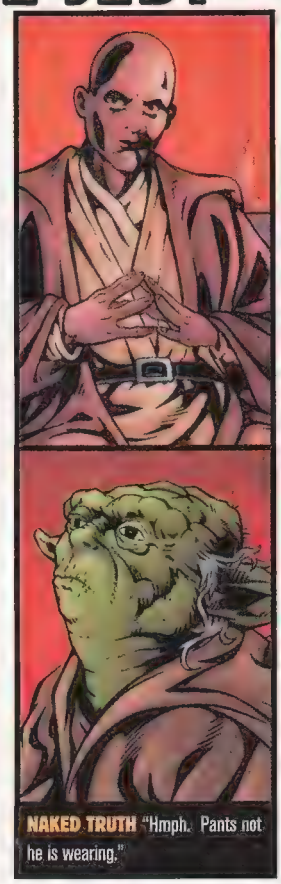
Anakin's panickin'! You would, too, if you stood before the fabled Jedi Council.

Readers can enter the hallowed Jedi halls in a galaxy far, far away with the first *Star Wars—The Jedi Council* title, shipping in May from Dark Horse. Samuel L. Jackson's mysterious Jedi, Mace Windu, will star in a story by writer Ron Marz (*Green Lantern*) and artist Dusty Abell (*Superman & Wonder Woman: Whom Gods Destroy*). Other issues—for a total of 12, all single-issue stories—will appear between May 2000 and May 2002, when "Episode II" will hit theaters.

The *Jedi Council* stories feature "each of the Jedi employing their particular strengths, be it martial arts skill, wisdom, piloting, etc.," says editor Peet Janes. "It's an opportunity to show how each member got his or her chops and made it up to the Jedi Council."

The stories will take place before or soon after "Star Wars: Episode I—The Phantom Menace"—but they definitely won't stray too far into the future of 1999's No. 1 movie, to avoid contradicting the upcoming "Episode II" story. To insure that doesn't happen, every story must be approved by Lucas Licensing.

In the future, look for stories on Yoda and Ki Adi Mundi, who appeared in Dark Horse's ongoing *Star Wars* series as well as "Menace" and is rumored to play a big role in "Episode II." Other Jedi council members to be profiled include Adi Gallia, Plo Koon, Eeth Koth, Even Piell, Depa Billaba, Yaddle, Yarael Poof, Saesee Tiin and Oppo Rancisis. ■ JJ



NAKED TRUTH "Hmph. Pants not he is wearing."

COUNTER INTELLIGENCE

Liefeld's X-concept becomes 'Extreme Forces' crossover

If at first you don't succeed...

Three years after taking his *Captain America* concepts to *Fighting American*, Rob Liefeld has an X-story on the way. Kind of.

This March, *Extreme Forces* —the first all-Awesome crossover since Alan Moore's 1995 *Judgement Day* —will bring all of Liefeld's characters together for a battle against a powerful villain called Skornn. Skornn, who Liefeld describes as a "psychic cannibal," is brought back from a centuries-long slumber by a group of time-travelers bent on destroying the Awesome Universe.

"There's a lot of consequences to this story," said Liefeld. "*Extreme Forces* means to pave the way for a return to a focus on superheroes."

Plotted and pencilled by Liefeld and Ian Churchill, the four-issue mini-series will be written by Jeph Loeb. The story's aftermath, according to Liefeld, includes a relaunch of *Fighting American* and *Youngblood* and other possible new titles tied into the story.

The plot was conceived when Liefeld recently put in a bid to be in charge of the "Counter-X" revamp. His concepts involved the introduction of a powerful new villain and a new team of heroes. When Marvel opted to go with Warren Ellis, Liefeld decided instead to use the concepts behind the story for *Extreme Forces*.

■ RUSSELL BURLINGAME

TOTALLY AWESOME Liefeld starts an intra-company brawl. Now there's a surprise.

PHOTO BY PAUL SCHRUOLD

COMPANY UPDATES
UPDATES AND RELEASES FROM AROUND THE INDUSTRY

NEWS&NOTES

Cartoon collects *The Adventures of Big Johnson Bone Frontier Hero* in a paperback titled *Stupid, Stupid Rat-tails* in March. **Jeff Smith**, Tom Sniegoski and Stan Sakai all contribute to this 104-pager with a $9.95 cover price.

CHAOS! COMICS

It's a battle of the bloodsuckers in March's ***Purgatori vs. Vampirella* #1**. Award-winning writer Marc Andreyko (*The Lost*) tells the tale.

FANTAGRAPHICS

Huboa! ***Drawing Sexy Women*** is a March hardcover "how to" by famed cheesecake artist Frank Thorne featuring over 80 new drawings done especially for this volume. It's a bargain at $19.95.

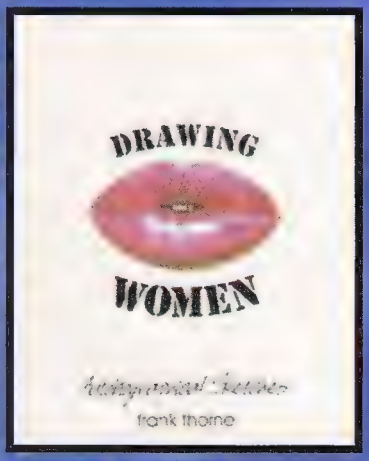


IMAGE COMICS

Yowza! Dragon finds that his presumed-dead wife is still alive in March's *Savage Dragon* #73. Writer/artist **Erik Larsen** plays "The Wedding Bell Blues"... Rich Koslowski's *Three Geeks*, now called *Geeksville*, has been picked up by Image. **Dokla the Mok**, the first band of fandom, is planning a soundtrack for the series. Could we *make* this up?

• Avalon Studios

Lo! And behold! The stunning artistry of **Jay Anacleto** goes naked in *Aria/Angela: Bland & Nor* #1, a black-and-white version of the crossover classic.

• Top Cow Comics

To coincide with the release of the new *Magdalena* ongoing series, Top Cow collects *The Darkness* #15-#18 in March's ***The Darkness: Spear of Destiny*** paperback. Joe Benitez illustrates Magdalena's first appearance.

MARVEL COMICS

A fresh creative team sweeps in with March's ***Cable*** #78 as newcomers Robert Weinberg and Michael Ryan are the new writing-penciling tandem.

SIRIUS ENTERTAINMENT

Seven issues of the acclaimed all-ages *Akiko* (#19-#25) get wrapped in the nice, snuggly package called *Akiko Trade Paperback Vol. 4* in March. Writer/artist **Mark Crilley** presides.

SLAVE LABOR GRAPHICS

The twisted minds of Rick Remender (*Captain Dingleberry*) and **Kieron Dwyer** (*Lowest Comic Denominator*) bring *on Black Heart Billy* #1 in March, the tale of a skate punk whose brain is pickled in beer.

INHUMANS' STINT MAY CATAPULT PACHECO

Carlos Pacheco's a man o' many talents.

Having blown fans away with his art on *Avengers Forever*, Pacheco's gonna give American audiences their first glimpse of his scripting skills with *Inhumans*, a four-issue Marvel mini-series set to hit stores the first half of 2000.

Jose Ladrónn's penciling the series, which Pacheco promises will go in a "totally different direction" than the Paul Jenkins/Jae Lee Marvel Knights *Inhumans* maxi-series that wrapped up with issue #12.

"I was trying to do a big adventure that'll connect the Inhumans with the forgotten corners of the Marvel Universe," Pacheco says. "I'm trying to go back to the roots, the origins of the Inhumans, to link them to the cosmic connections that those characters originally had."

In addition, Pacheco's plans call for the Inhumans to venture into locales previously unexplored by most of the series' cast.

"In the past, when we've seen Inhumans adventures, they've either been inside a dome or in Attilan," Pacheco says. "Sometimes we've seen the royal family travel to New York, but we've never seen those characters in open space."

Along the way, Black Bolt and company'll interact with other Marvel characters, but Pacheco reveals they ain't gonna be the ones fans expect.

"Not the Fantastic Four," he says. ■ CL

THUMBINGOFF

THE GOOD, THE BAD AND THE UGLY

THUMBS UP

'NO MAN'S LAND: ENDGAME' It started with a bang, and certainly ended with one! An awesome "NML" finish by Greg Rucka and Devin Grayson saw Commisioner Gordon's life shattered, the Joker at his craziest and a Batman who's got more than just a city to rebuild. We can't wait to see what's next!

NICIEZA'S T-BOLTS Even without creator Kurt Busiek, the *Thunderbolts* still rock! Under new writer Fabian Nicieza's hand, the Hulk decimated the Thunderbolts, team member Jolt got her head blown off and a mystery assassin's lurking in the shadows. And that's just in Nicieza's first two issues!

'BUFFY' THE TV SHOW Wanna watch a comic book on TV? Bet on "Buffy." The quick-paced, action-packed serial nature keeps us coming back week after week. And the sarcasm of punk vampire Spike will have you rolling on the floor. Bar none, "Buffy" blows away the competition.

THUMBS DOWN

JLA: EARTH 2 Gorgeous art and coloring couldn't save this hardcover. Everything about this series–from the stunning cover to the intriguing plot build-up–seemed to lead to an inevitable confrontation between the JLA and the Crime Syndicate of Amerika. And that *never happened*. No fight. Nada. Nothing. It just left us feelin' flat. Not to mention, flat broke with that $24.95 price tag.

BATMAN/DAREDEVIL Two cool dark heroes, one cool dark tale? Not a chance. At the issue's final confrontation between Batman and the Kingpin, the Kingpin holds his own for the entire fight...until both just walk away. Out-of-character scenes like this are why company crossovers have lost the coveted luster they once had.

RETURN OF DOOM We waited over two years for the return of Dr. Doom to the Marvel Universe. And *this* is what we get? A retreaded Doom/Reed Richards death scene, only Reed's trapped in Doom's armor. Please. When Marvel's premier badass returns, make it worthy of him.

DC 'SINS' WITH 5TH WEEK EVENT

Tim Drake once said that he never wanted to be Batman, just a damn good Robin. Well, guess what Tim, you're gonna be the Bat anyway.

In March's "Sins of Youth" fifth-week event, DC's young ones will run wild. They'll swap ages with the adults of the DCU through eight one-shots and a *Secret Files*, bookended by a two-issue *Young Justice* mini-series.

Recent events in *Young Justice* have brought public scrutiny and bad press to the YJ crew.

"People have been saying, 'They're not old enough to vote, so they're not old enough to be jumping in front of people with guns,'" said DC's Ivan Cohen. A hidden organization known as "The Agenda" sees this as an opportunity to gain power, so they hire Klarion the Witch-Boy to turn all of the adult heroes of the DCU into teen-age versions of themselves. In the process, Young Justice and the rest of the youthful heroes get turned into adults.

The one-shots follow everyone's scramble to return to their proper ages. We'll see Tim Drake don the bat-suit In *Batboy and Robin* #1, while Bruce Wayne takes on the Robin moniker and sees what it's like to walk in his sidekick's shoes. Expect everyone from Aquaman to Zauriel to appear young again.

Of the many artists working on the event, none are as psyched as Carlo Barberi. The winner of the "Draw *Wizard* #100 contest," Barberi is also doing the art for *JLA Jr.*, one of the eight books. "I talked with [DC editor] Eddie Berganza in San Diego," said Barberi. The end result of that conversation was Barberi doing the pencils for the book. "I'm *very* excited." ■ NC

DREAM TEENS DC discovers the fountain of youth. It was in Alan Moore's beard.

GOSPEEDRACERGOOOO

HOT ROD

Look out Racer X! A faster, kick-ass version of Speed Racer is rollin' into town.

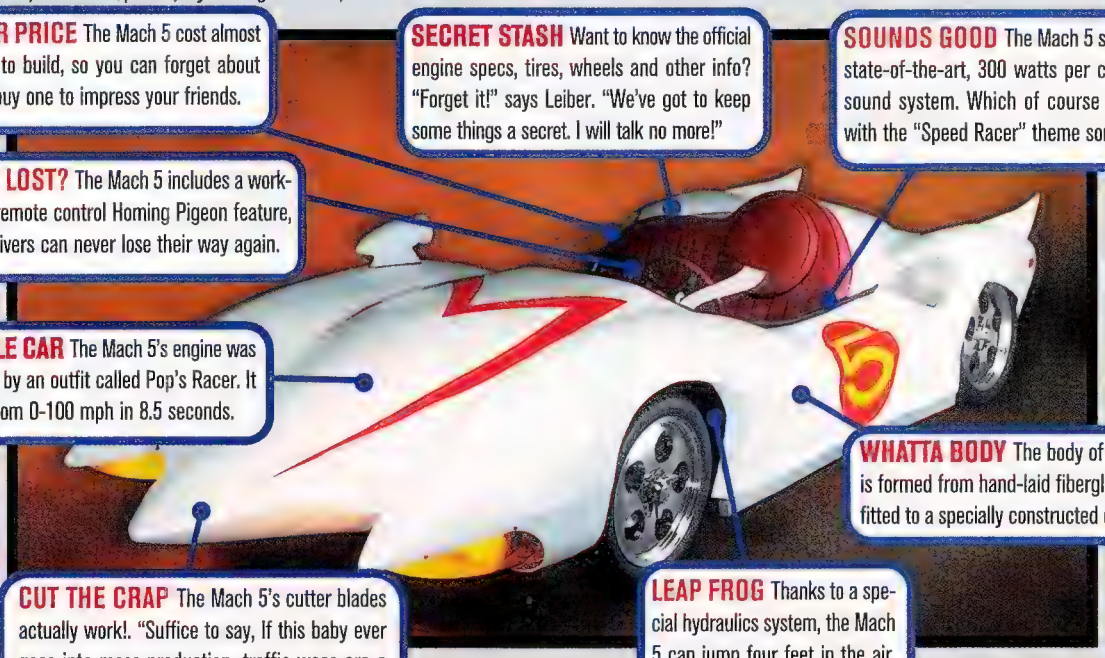
And he's got the best set of wheels imaginable–a working version of the famous Mach 5 Racer!

Built by the Child Safety Network (CSN) to promote child safety and protection, this Mach 5 can do just about everything the animated Mach 5 could do–and more.

"We had a lot of fun building the vehicle," said Ron Kasumi, owner of Focus on Cars, the company responsible for bring the Mach 5 to life. "When you have a car that is supposed to have 50,000 horse power, fly through the air, drive under water and jump over great distances, you have to use a lot of imagination."

While some of the specs on the Mach 5 are secret, *Wizard* interrogated CSN CEO Ward Leiber, and managed to wrench loose a few details about the Mach 5. ■ ANDY SERWIN

Wanna see the Mach 5 in person, or get autographed Speed Racer memorabilia from the original voice actors (like Speed, Racer X, Trixie)? Call 1-877-MYMACH5 to get the 411 (that's information, to all you weenies) on all things Speed Racer. Or go to the official Speed Racer website at www.speedracer.com. Go there–it's a hoot!



STICKER PRICE The Mach 5 cost almost $200,000 to build, so you can forget about trying to buy one to impress your friends.

SECRET STASH Want to know the official engine specs, tires, wheels and other info? "Forget it!" says Leiber. "We've got to keep some things a secret. I will talk no more!"

SOUNDS GOOD The Mach 5 sports a state-of-the-art, 300 watts per channel sound system. Which of course comes with the "Speed Racer" theme song.

GET LOST? The Mach 5 includes a working, remote control Homing Pigeon feature, so drivers can never lose their way again.

MUSCLE CAR The Mach 5's engine was designed by an outfit called Pop's Racer. It can go from 0-100 mph in 8.5 seconds.

WHATTA BODY The body of the car is formed from hand-laid fiberglass and fitted to a specially constructed chassis.

CUT THE CRAP The Mach 5's cutter blades actually work!. "Suffice to say, If this baby ever goes into mass production, traffic woes are a thing of the past," says Leiber.

LEAP FROG Thanks to a special hydraulics system, the Mach 5 can jump four feet in the air, from a stand-still position.

PHOTO COURTESY OF CHUCK ALLESIO & CSN.

LAST MAN STANDING

comic battles you never thought you'd see

BOBA FETT VS. DEADPOOL

THE COMBATANTS

TALE OF THE TAPE

6'1"	HEIGHT	6'2"
unknown	WEIGHT	215 lbs.
73"	REACH	74"
talk	WON'T	shut up
money	MOTIVATION	money

The most feared bounty hunter in the galaxy, Boba Fett's Mandalorian battle armor, the countless bombs and guns, and his cold calculating mind, have served him well against bounties across the galaxy.

Before he gained his powers in Canada's "Weapon X" project, Wade Wilson was a small-time mercenary. Nowadays, Deadpool combines his superhuman strength and regenerative powers to dish out death and low-brow chuckles with equal skill.

the battle... Earth. Far from the galaxy's most wretched collection of scum and villainy. At least, that's what Boba Fett thinks as he exits *Slave-I* and begins hunting his mark. Suddenly, a boisterous "Hey, Abbottttttt" catches his attention, as a left boot catches his face. Screaming about Armor-All and the dangers of smoking, Deadpool lets loose a fury of kicks, jabs and headbutts. It's all Fett can do to concentrate, let alone block the assault. Firing off a continuous round from his BlasTech EE-3 blaster rifle, Fett barely keeps the Merc with a Mouth back. Realizing his foe's absolutely nuts, Fett reverts to an all-out blitz. Three concussive grenades, some laser shots and a burst of flame later, he knocks the 'Pool off his feet. Snagging him with his grappling hook, Fett whips 'Pool on over and lets loose a blast straight to his head. Case closed. (W)

AGREE? DISAGREE? Let us know! And while you're at it, send us your ideas for future "Last Man Standing" battles! Just e-mail us at: lastmanstanding@wizardworld.com. **THANKS!**

this month's battle drawn by ED McGUINNESS and JASON MARTIN

FIRSTLOOK

FATHOM/ WITCHBLADE/ TOMB RAIDER

Top Cow's buxom babes get wet in an undersea 'Fathom' fling

Looking for sizzle this summer? Forget the beach. The hottest action will be beneath the chilly waves of the North Atlantic.

Michael Turner's creator-owned *Fathom* gets steamy this April through July as *Witchblade*'s Sara Pezzini and treasure-hunting Tomb Raider Lara Croft plunge into the undersea domain of fellow Top Cow beauty Aspen Matthews. The waters will churn in a three-part crossover running through *Fathom* #12-#14. And Turner, who has history with all three characters, has finally found the way to get his dream threesome together.

"Crossover meetings are usually so contrived," he says. "I really, really wanted to draw this, but I wasn't going to until we could find the right way."

Turner, an avid video game player, found the way by going back to the source. "The first *Tomb Raider* video game dealt with Atlantis and artifacts that Lara was going after there," Turner said. "That's how we get her in the water. And since the Witchblade itself is a prized artifact, well, maybe there's a way to work Sara in."

Sara will actually take stage first, as *Fathom* #12 is a team-up between Aspen and the Witchblade-wearer. Aspen runs into Lara Croft in #13, and by #14 the trio unites against a common enemy.

"Vana is the main bad girl," Turner says. "She's part of a race similar to the undersea people from *Fathom* #1-#9, but even tougher. They're from the Arctic regions of the Atlantic, covered in this bad-ass, spiky, sea urchin-like armor. They're quite a tough bunch, and hell-bent for revenge against Aspen."

Turner also looks forward to putting familiar characters in unfamiliar settings. "Sara and the Witchblade in a water environment is something not usually done," he says. "And getting Aspen into an urban environment should be interesting." But this crossover is more than just a costume drama. Turner hints that concepts introduced in the story "could lead into a spinoff title."

No matter the outcome, Turner is happy to get all his girls in one project. "I drew Sara for 20 issues," he says. "After the second *Tomb Raider* one-shot, I was really feeling tight with that character. And I write Aspen every issue. Coming up with the way to get them together was a challenge," Turner concludes. "Drawing it? Now that's fun!" (W)

Now a resident of Californ-i-a, Wizard Senior Staff Writer Jim McLauchlin waxes his bikini line weekly with Nair. 'Cause he wears short-shorts.

OCEANVIEW

THE DILLY-O

Fathom's undersea beauty Aspen Matthews meets up with *Tomb Raider*'s Lara Croft and *Witchblade*'s Sara Pezzini in a three-issue summer crossover that's sure to bring the water temperature to the boiling point.

WHY YOU CARE

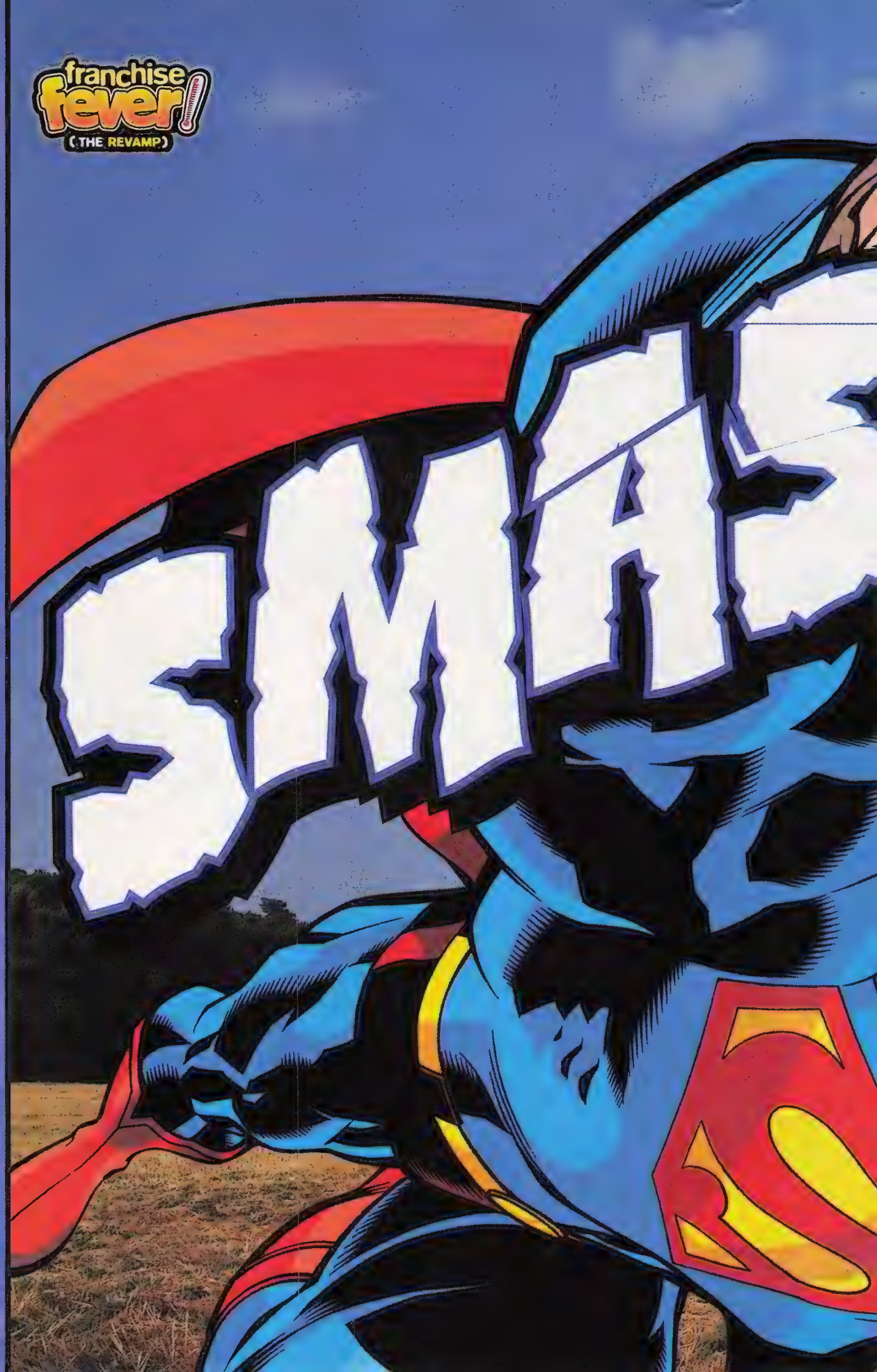
Two words: Michael Turner. The penciler struts his stuff for three issues starring three characters he built his rep on.

DID YOU KNOW?

Turner loves to scuba dive and draws every underwater scene to exact detail. He's even got the lingo going: "Vana," the name of the crossover's villainess, is Hawaiian for "sea urchin."

BY JIM McLAUCHLIN

MICHAEL TURNER
JON SIBAL


franchise fever!
(.THE REVAMP.)
SMAS

SUPERMAN SOARS AGAIN THANKS TO AN INFLUX OF NEW BLOOD... AND THE BLOOD THAT SPILLED IN THE PROCESS

BY MIKE COTTON

Superman's pal ain't Jimmy Olsen anymore.

His best friends answer to the names of editor Eddie Berganza and writers Jeph Loeb and Joe Kelly. The trio form the heart of the new and improved Superman books, which brought Big Blue back from the brink of oblivion…and made a 61-year-old character hip again.

The buzz hit in October. After years of sagging sales, you could suddenly hear the chatter: *You check out Superman yet?*

In a matter of weeks, comic shops increased their orders of Superman titles and began tipping off customers. Fans found a Superman that focused equally on the "Super" and the "man." But don't let DC hear you use the "r" word.

"If anything, it was more of a streamlining than a revamp," says Maureen McTigue, Superman's associate editor and Berganza's right-hand woman. "A refocusing. You get back to the core. You find that center. Then you build on that. That's what we did."

And that's what Superman needed. Instead of long, drawn-out plots and "event arcs," the new teams focused on solid, shorter stories. The new Super-team immediately ditched the "retro" feel the Superman line had embodied over the last few years, replacing it with trendy dialogue and art. They pushed aside hokey villains such as Mr. Mxyzptlk and focused on major bad guys such as the manipulative Lex Luthor, megalomaniacal Mongul and a beefed-up Brainiac. Gone is Lois and Clark's storybook marriage, which in four months' time has hit some pretty major bumps. In a matter of weeks, fans followed a whole new hero.

The changes in Superman and his titles looked effortless to fans. But at DC, where tough decisions had to be made about the Man of Steel's future, it was a turbulent time. A time for the editorial team, then-writers, future writers and rejected writers to square off in comics' greatest behind-the-scenes revolution—the battle to save an icon.

HELP WANTED

DC Comics knew Superman needed more than just new creators. He needed saviors.

Up-and-coming *Young Justice* editor Eddie Berganza switched over to the big red "S," bumping veteran Super-editor Joey Cavalieri to *Flash* and special projects.

Berganza's first command decision: sweep aside Superman staples such as writers Dan Jurgens and Louise Simonson to pave the way for new creators.

Berganza first eyed Loeb, fresh off his hit mini-series *Superman for all Seasons*.

"I looked at [*For all Seasons*] and thought, 'Wow.' It made people want to pick up the main Superman stuff and see what was going on," Berganza says, who liked Loeb's humanizing take on a rookie Man of Steel and lured the writer to DC's New York office to rap about a job.

"I thought they were calling to have me do a 'year-one'-type Superman tale [like *For all Seasons*] but they didn't want me to follow continuity, they wanted me to set it," Loeb says, who agreed to write *Superman*.

In the meantime, Berganza remained impressed with current writers Mark Schultz and Stuart Immonen, both of whom he felt still had fresh voices to give Superman. But the new editor still searched for an *Action Comics* writer.

Berganza tagged *Deadpool* and *X-Men* writer Joe Kelly, 28, known for his irreverent style and raunchy humor.

"One of the [fan] quotes that keeps popping up is that '…we just assume Joe Kelly's book will have a lot of d--k jokes in it,'" Kelly laughs. "People definitely don't associate me with Superman. That's good. I have to work harder and surprise people."

He wasn't going to surprise his editor though, who also worked harder to find artists to catapult Superman into the new millennium.

Unlikely candidates like superstars Mike Turner (*Fathom*), Joe Madureira (*Battle Chasers*) and Andy Kubert (*Captain America*) were batted around. But Loeb already knew who he wanted to work with: *Mr. Majestic*'s Ed McGuinness, who craved the job, but feared DC would balk at his larger-than-life, manga-esque style.

"I sent some of my *Majestic* stuff over just as a joke," says the 25-year-old McGuinness in his thick Boston accent. "I didn't think I'd get it. The surprise was, they were interested. It was just really weird."

HONEYMOON'S OVER Kelly's *Action* demonstrates that Lois and Clark's marriage ain't always Super.

HER FATHER MADE HER A KILLER.

NO MAN'S LAND MADE HER A HERO.

BATGIRL™

AN EXPLOSIVE NEW MONTHLY COMIC BY SCOTT PETERSON, KELLEY PUCKETT, DAMION SCOTT, AND ROBERT CAMPANELLA

ISSUE #1 HITS STORES IN FEBRUARY

THE ORIGINAL UNIVERSE

DC COMICS

CALL 1-888-COMIC BOOK FOR YOUR NEAREST COMICS SHOP!

TM DC COMICS ©2000. ALL RIGHTS RESERVED

Kelly pegged his former *X-Men* partner, rookie artist German Garcia. And the Super-teams went off to the races.

THE GOODS

As books hit the shelves, readers immediately warmed to Loeb's *Superman*, which shapes the Man of Steel into a believable hero with human frailties and a sense of fear undertaking dangerous tasks. Stories exploded with action but also great plots and subplots. Jaws dropped when readers learned of Lois' secret pact with Luthor: he gives the *Daily Planet* back to Perry White when she promises to kill one news story of Lex's choosing. Fans gasped for air when Jimmy Olsen photographed Superman wearing his wedding ring and the photo found its way to the front page of a newspaper. And they thrilled at the wicked Y2K fight against Brainiac with all of Metropolis at stake.

And McGuinness draws Superman as a revitalized, youthful hero. Not to mention BIG.

"He's a bigger-than-life hero," McGuinness says, matter-of-factly. "That's the way I draw him."

In *Action Comics*, Kelly's Kryptonian has a sense of humor and a relationship with Lois that reads like a give-and-take marriage. In *Action* #761, Lois begins to worry about Clark's fidelity when Wonder Woman appears at their apartment window asking for help. (Hey, even Lois knows she can't hope to fill one of WW's bra cups.) Kelly even pulled off a classic Superman/Wonder Woman moment, playing off their obvious physical compatibility. Stuck in a dimension for what seemed like a thousand years, Diana asked a weakened Supes if he wanted sex. His response: *"Lois is still the only one."*

But recently, deadline-challenged *Action* penciler Garcia left the book to be replaced by newcomer Kano, who has a similar style to Garcia. The pair helped "youth-enize" the entire Super-cast with their flashy art. "[Both] make Lois and Superman look young and cool," Kelly says. "They look like a couple you'd want to hang out with."

Schultz kept his offbeat, science-fiction flair intact on *Man of Steel*, while Immonen felt the lag. Five issues into Berganza's run, the *Adventures* writer/penciler burnt out after working on Big Blue for five years and will leave the book in February. Former *JLA* alums writer J.M. DeMatteis and Howard Porter will take over, and the duo plan to focus on character-driven stories and tap some forgotten villains like Satanus.

Loeb says all the success comes down to an old cliché—less is more.

"Over the years in trying to make the book cool or hip, we took a really terrific apple tree and kept adding ornaments until it looked more like a Christmas tree," Loeb says. "It wasn't an apple tree anymore."

And the back-to-basics approach worked. Fans rejoiced. The Super-teams partied. Unfortunately, not everyone received an invitation.

'FIRE DAN JURGENS'

You can't make an omelet without breaking a few eggs, and revamping the Superman titles shattered a lot more eggs—and egos—than even DC could predict.

No one at DC wants to take credit for letting Jurgens, longtime *Superman* scribe with over 12 years on the Man of Steel, go. But when it happened, one thing's clear: Jurgen's still trying to remove the knife from his back.

DC demanded new blood on the books—and blood spilled in the process. For Jurgens, the cut ran deep.

"I don't know if there is a good way to take someone off of a book but they found a really bad way to do it," Jurgens says. "If you look at the way they did it overall, it was classless."

Jurgens claims DC did everything it could to make his dismissal as painful as possible. From not defining when he'd leave the book (Jurgens says he got conflicting issue numbers from Berganza and Cavalieri) to the absence of a good-bye call, the transition turned ugly.

"It was as cold as cold can be," Jurgens says. "In this industry, you don't get anything. No departing gift, pensions or severance. You get zip, zero, squat! When I turned in my final script, no one said, 'Dan, thanks for 10 years,' no one said, 'Don't let the door hit you on the ass on the way out,' even.

"When the final issue [*Superman* #150] came out, no one at DC even sent me the issue. That's how cold it was. That, more than anything, is what I'll remember."

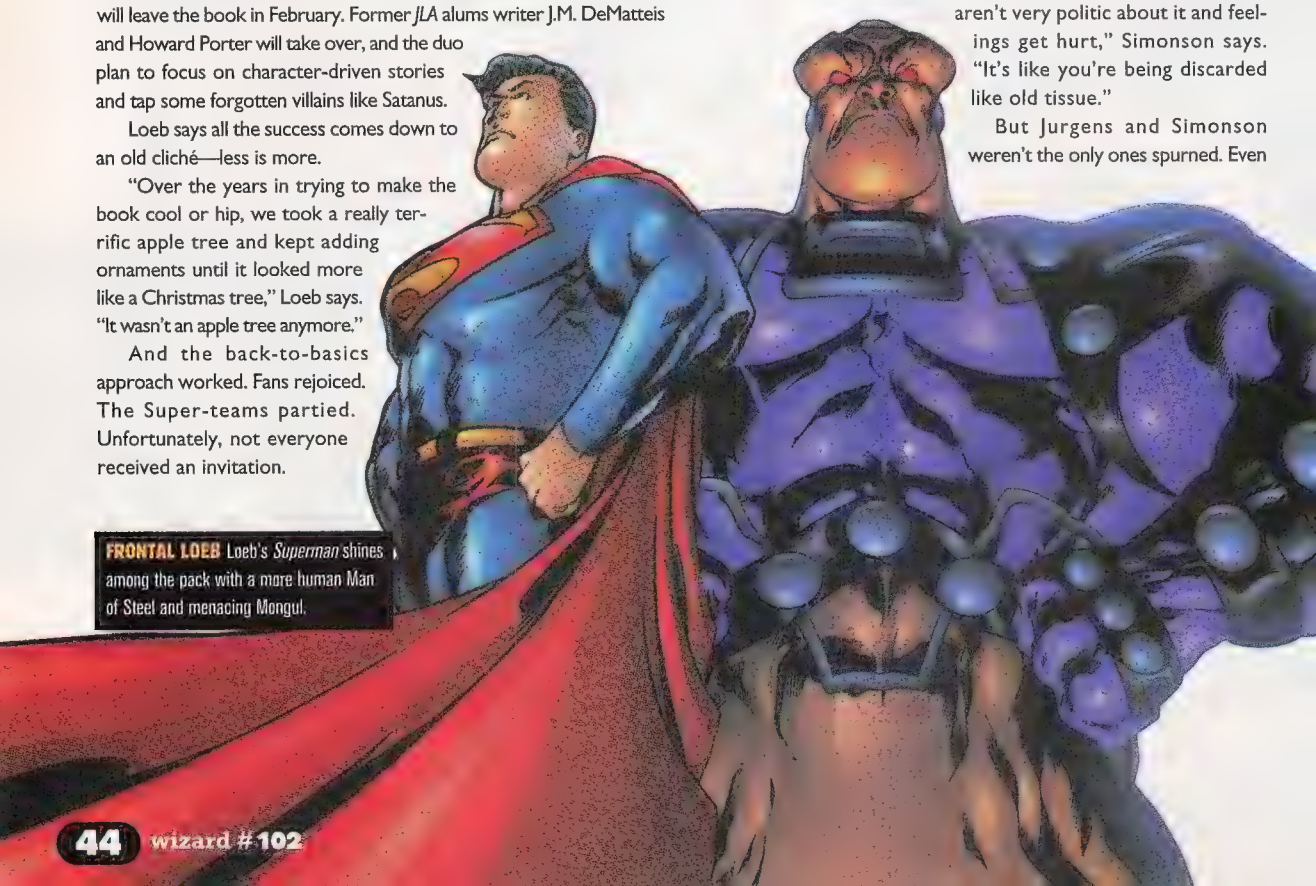
Berganza, who says he immensely respects Jurgens work on Superman, says DC just saw the dismissals as a must-do situation.

"Unless a creator himself says, 'I'm leaving,' it's hard both ways," Berganza says. "There were things that had to change. It was unfortunate where those changes had to come from."

Longtime *Superman: The Man of Steel* writer Simonson says even though her contract with DC was close to being up when she was taken off of her book, she still knows how Jurgens feels.

"I often times think all the companies let people go and aren't very politic about it and feelings get hurt," Simonson says. "It's like you're being discarded like old tissue."

But Jurgens and Simonson weren't the only ones spurned. Even



FRONTAL LOEB Loeb's *Superman* shines among the pack with a more human Man of Steel and menacing Mongul.

TESTOSTERONE TV

NOW WATCH YOUR FAVORITE TV SHOWS THE WAY REAL MEN DO – ON HOME VIDEO

Say goodbye to marshmallow, goodie-goodie TV and tune into real-guy TV classics, now available on home video. From the quick-witted capers of *The A-Team* to the body slamming battles of *World Championship Wrestling*™, you'll be the baddest of the bad boys with these uncut and digitally mastered TV classics on Collector's Edition videocassettes. So start your collection with your first video from any series here for just $4.95 plus shipping and handling and enjoy your favorite shows anytime you want. It's real TV for real men.

Get Your First Video For Just **$4.95** plus shipping and handling

NEW! The Incredible Hulk: The Collector's Edition

An accident turns David Banner (Bill Bixby) into the Incredible Hulk (Lou Ferrigno)–a huge green man-monster of raging strength. Each video features 2 one-hour episodes.
Product # ZR6/ZR4/ZR5

Star Trek: Deep Space Nine®: The Collector's Edition

Join in the struggle for peace between Cardassians and Bajorans. Two one-hour episodes on each video.
Product # QJE/QJC/QJD

NEW! Law & Order: The Collector's Edition

Gritty, first-rate police and courtroom drama that is so realistic, you'll swear you've lived every case. Each video features 2 one-hour episodes.
Product # WVM/WVK/WVL

The A-Team: The Collector's Edition

Join Col. Hannibal Smith and his freelance soldiers of fortune in spectacular far-flung adventures. Each video contains 2 one-hour episodes.
Product # RQ3/RQ1/RQ2

Good Times: The Collector's Edition

Get ready for "Dy-No-Mite" laughs as Jimmie Walker explodes on the scene as "J.J." Evans. Each video contains 4 half-hour episodes.
Product # QBX/QBV/QBW

Miami Vice: The Collector's Edition

Watch Crockett and Tubbs fight the criminals of Miami with 2 one-hour episodes on each collector's video.
Product # QEA/QE8/QE9

The Honeymooners: The Collector's Edition

It's "Bang, zoom, to the moon, Alice" in this classic TV comedy. Each video features 3 half-hour episodes. Future videos are $14.95 each.
Product # QCZ/QCX/QCY

Barney Miller: The Collector's Edition

Barney and the rest of the 12th precinct will have you rolling with 4 half-hour episodes on each video.
Product # Q1K/Q14/Q15

NEW! World Championship Wrestling™

Get ready for body slams and more in this WCW video collection. Each video contains one-hour of mind-blowing match-ups.
Product # ZR9/ZR7/ZR8

NEW! Coach: The Collector's Edition

Watch as Coach Hayden Fox tries to turn a team of bumbling players into winners. Each video features 4 half-hour episodes.
Product # ZLH/ZLE/ZLF

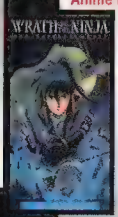
NEW! Charlie's Angels: The Collector's Edition

There's a new kind of "private eye" in town … and are they ever gorgeous! It's *Charlie's Angels* featuring 2 one-hour episodes on each video.
Product # 2H5/2H3/2H4

Sanford And Son: The Collector's Edition

The life and laughs of the crankiest junk dealer ever. Four half-hour episodes on each video.
Product # QHE/QHC/QHD

The Best of Japanese Anime II



Your introductory video is *Wrath of the Ninja: The Yotoden Movie.* Future videos contain 1 full-length film. All are in English. **WARNING: Not for anyone under the age of 18.**
Product # Q2D/Q2B/Q2C

Star Trek: The Next Generation®: The Collector's Edition

Roddenberry's vision lives on. Start your collection with the *Best of Both Worlds.* Future videos feature 2 one-hour episodes.
Product # QJJ/QJF/QJH

NEW! Looney Tunes™: The Collector's Edition

This classic Warner Bros. collection is now available on home video. Each video contains 12-15 *Looney Tunes* and is approximately 90 minutes long.
Product # WXN/WXL/WXM

STAR TREK, STAR TREK, DEEP SPACE NINE and STAR TREK VOYAGER are registered trademarks and related marks are trademarks of Paramount Pictures. All Rights Reserved. TM, ® & Copyright ©2000 by Paramount Pictures. All Rights Reserved.

LOONEY TUNES characters, names and all related indicia are trademarks of Warner Bros. © 2000

Visit us on the web at www.columbiahouse.com/vl

YOUR GUARANTEE OF SATISFACTION

You must be 100% delighted with each videocassette you receive – or you may return it within 10 days, owe nothing, pay nothing and be under no obligation. We guarantee your satisfaction.

NO RISK REPLY COUPON

SEND NO MONEY NOW!

MAIL TODAY TO: re-tv Video Library, Dept. M69, P.O. Box 1112, Terre Haute, IN 47811

☑**YES!** I want to own my favorite show on videocassette. Send my first video from the series I've indicated to preview RISK-FREE for 10 days. If I choose to keep it, I'll pay just $4.95 plus $3.99 shipping and handling. If I do not choose to keep my introductory video, I will simply return it within 10 days for a full refund with no further obligation. Otherwise, I'll receive another video in the series I've selected about every 4 to 6 weeks, and I'll always have 10 days to examine it risk-free. I'll keep only the future videos I want for just $19.95 each (unless otherwise indicated) plus shipping and handling and I am free to cancel anytime I like.

Print Series Title and Product Code of the video series you have chosen:

Series Title_____ Product Code____/____/____ Dept. M69

☐ Mr. ☐ Mrs. ☐ Ms. _____ Age (38)
NAME (PLEASE PRINT) (YOU MUST CONFIRM THAT YOU ARE OVER 18)

Address _____ Apt. No. _____

City _____ State _____ Zip _____ Phone No. ( ) _____

re-tv video library — COLUMBIA HOUSE VIDEO LIBRARY

NOTE: All applications are subject to review. Columbia House reserves the right to request any additional information, reject any application, or cancel any membership. Offer limited to the contiguous U.S. (excludes Alaska and Hawaii). **Applicable tax added to all orders.**
The re-tv name and logo are registered trademarks of The Columbia House Company. ©2000 The Columbia House Company

SHATTERED DREAMS

THE SUPERMAN REVAMP YOU'LL NEVER SEE

Imagine, for only a moment, you've strived your entire life for one goal. Now imagine you're told you'll never accomplish it. Now you know what it's like to be superstar writers Grant Morrison and Mark Waid.

Growing up, separated by an ocean, both yearned for the chance to write their hero. They yearned to write Superman.

Last year, DC pursued Morrison and Waid to submit a proposal to revamp the line. The two immediately enlisted the help of fellow writers Mark Millar (*Superman Adventures*) and Tom Peyer (*Hourman*). The four delivered over 20 pages of plots for an entire year of Superman stories.

One DC insider calls the pitch "part heresy and part genius. You'd be amazed at how ahead of its time it was."

However, the Superman editors didn't think so. "We were told point-blank that we weren't welcome," says a perplexed Waid. "Unfortunately through some miscommunication, everyone BUT the Superman editor [was informed that DC approached us]. He assumed that we had taken it upon ourselves to bully our way uninvited into the Super-office. While that was clearly not the truth, it somehow became 'fact,' costing us our chance at Superman, probably forever." In fact, Waid said he almost left comics after his dream job disintegrated.

The rejection pushed Morrison to the point of no return.

"My leaving DC, and comics for a while, after 12 successful years, is a direct result of the way we four were disgracefully treated by [DC] editorial over this Superman project," Morrison said.

The crux of the pitch, according to multiple sources who read it, had Brainiac erase the public's memory of Superman. As the plot unfolds, key characters would merely forget Superman and Clark Kent were the same person. By the arc's end, Brainiac lies defeated, but with a price: everyone but Clark would forget he and Lois were ever married...and Lois doesn't remember Clark is Superman. Thus, the Lois-Clark-Superman love triangle returns.

Millar adds that villains would have also been updated. For instance, the Prankster would become a sadistic homicidal trickster (which, perhaps not ironically, looks to be the same direction the current Super-team's going in).

DC views the writers' rejection as a huge fiasco. While Superman editor Eddie Berganza has chalked the experience up to an "unfortunate misunderstanding," DC Executive Editor Mike Carlin doesn't care to discuss the matter.

"Clearly there are already bad feelings and I'm not interested in making things worse," Carlin says. "I believe that 'behind the scenes' is called that for a reason."

Morrison, on the other hand, sums it up like this: "[I'm leaving to] get the sh---y taste of the company I once loved out of my mouth." **MC**

comic heavyweights like Mark Waid and Grant Morrison pitched DC to take over Superman's writing reins, only to be denied. (See sidebar for more.)

In a matter of weeks, Jurgens and Simonson exited and the Loeb/Kelly era began. The challenge of rebuilding Superman appeared successful. Now, Superman *himself* needed to be challenged.

BACK TO BAD

Creating strong villains proved most problematic for the Superteam. A lame rogues gallery plagued the Man of Steel for decades, and the new creators set out to update old villains seen as tame, create new villains to push Supes to the limit and use old stand-bys that—after six decades—still test the hero's mettle.

"You have to give him guys who can punch him out and guys who can really mess with his head," Berganza says. "You go from a Luthor to a [new cosmic villain like] Imperiex. And everywhere in-between."

Luthor certainly returns to his roots as a manipulative genius that gives Hannibal Lecter a run for his money.

"Luthor is so effective as a villain," says Loeb. "He can make decisions Superman can't even imagine. It's like the military talking about 'acceptable losses' in a war. But Superman thinks only in terms of what's in the best interest of everyone else."

And Superman's relationship with Luthor will only get worse. During a visit to the opera in *Adventures* #575, Lex spikes Clark's drink and makes a move on Lois. Damn, he's as smooth as his little bald head.

Superman also gets a super-ass-whoopin' just about every issue now. Seems everyone's using Supes as a punching bag, whether it be Brainiac—who got a visual boost with 3-D computer-rendered technology—or the new Mongul, who's equally as deadly as the original. A dead-ringer for his late dad, this Mongul taught Supes to fight dirty, only to later turn on Big Blue. Cosmic entity Imperiex tested Superman in space to see what he would face when he eventually conquers Earth. Sexy, new villainess La Encantadora tested not only Superman's testosterone but his brain by auctioning off Kryptonite to his enemies.

And there's only more to come. Even the Prankster, a second-rate villain at best, is due for an overhaul as he becomes more sadistic to challenge the Big Blue Boy Scout. Plus Loeb hints that if you thought the new Mongul's a badass, wait'll fans see his *sister*.

After all this, we wouldn't wanna be Superman in 2000.

JUST READ IT

Yet we sure wanna *read* Superman in 2000.

Despite the controversy surrounding its Super-overhaul, DC scrambled its eggs and made one mighty fine breakfast. Fans have devoured the Superman books quicker'n Ma Kent's pancakes.

And it all boiled down to one simple recipe DC had lost for years: the freedom it gave its writers to tell great stories with a great character.

And the fans want an expanded menu. For the first time in years, Superman's cooking on all cylinders and readers ask for seconds after every meal. (W)

Wizard wants to know what YOUR favorite Superman book is. Go to our Superman message board on wizardworld.com.

Your Neon Escape from a Mono-Chrome World!

ADV FILMS

Experience the Diaries on DVD!

Bubblegum Crisis: Tokyo 2040
vol. 4 - Rampage

"made me fall in love with the story of the Knight Sabers all over again"
-GameFan

In the bowels of Tokyo, a monster feeds on construction boomers. All reports of this vampiric bio-machine are suppressed by Genom's invisible political pressure. But in the fractured depths of the city's infrastructure, the cannibal leviathan grows unchecked. Fear and danger await the Knight Sabers as they descend into the creature's den to hunt it in a labyrinth of shadows.

in stores 03.14.00 | DUB $24.95 | SUB $29.95

Sakura Diaries vol. 1

Just east of Melrose. And definitely outside of the 90210 code.

Urara likes Touma. Touma likes Meiko. Meiko might like Touma, but she only dates college boys. So what's an under-achiever like Touma to do? Well, you can always lie and say you got into the most prestigious university around. And if you're Urara, will you keep his secret? Or will you use that secret to ruin his chances with the other girl?

in stores 03.14.00 | DUB $19.98 | DVD $24.98

Master of Mosquiton
The Vampire 3

"Master of Mosquiton is a fresh anime by any standard."
-FrightX

Get ready for the grand finale as teenaged tomb raider Inaho and her undead partner Mosquiton face off against the inhuman Rasputin, the world-devouring Star Lords and the most terrifying threat of all, Mosquiton's extremely bitter ex-wife. Don't miss the final chapter of this exciting adventure that critics and fans alike give an A+ (and B, and AB-, and D+).

in stores 03.28.00 | DUB $19.98 | SUB $29.95

Those Who Hunt Elves
Chpt. 6 - Final Trials

"Witty spirit, good writing, and one thoroughly wacked out plot."
-Dave Halverson

A special prosecutor is appointed to capture and try Those Who Hunt Elves for their socially unacceptable activities. When brought to task for her collaboration with the foreign miscreants, Celcia is offered a deal: cooperate, and remain Elder of All Common Elves. Will she sell out her friends and Junael?

in stores 03.28.00 | DUB $24.95 | SUB $29.95

ANIMATION FOR A NEW GENERATION

WWW.ADVFILMS.COM/WIZARD · INFO@ADVFILMS.COM

AVAILABLE ON VIDEO AT THESE AND OTHER FINE STORES

Virgin Megastore · SUNCOAST Motion Picture Company · samgoody · TOWER Records · Video · Books · Strawberries · CAMELOT Music · Sound Matinee · Coconuts Music Movies

BUBBLEGUM CRISIS: TOKYO 2040 © JVC / AIC MASTER OF MOSQUITON © MOSQUITON PROJECT • NIPPON COLUMBIA SAKURA DIARIES © YUJIN / SHOGAKUKAN / Kitty Film / Victor Entertainment THOSE WHO HUNT ELVES © Yu Yagami / Media Works • Amuse • Sofisti Agency

WHAT NEXT?

franchise fever!
(THE LEGEND RETURNS)

X-Legend CHRIS CLAREMONT returns to the X-MEN as the team picks up the pieces, six months after Cyclops' 'death'

By Christopher Lawrence

Second chances. No superheroes epitomize that more than the X-Men. But come March, Marvel's merry mutants won't be the only ones getting another shot. After a nine-year absence, fan-favorite writer Chris Claremont returns to the team he helped push to legendary stature.

"We're all viewing this as a fresh start," says Claremont, who starts writing *X-Men* in March and *Uncanny* in April. "I think the goal is to not continue to strip mine what has been done but to see if we can grow and expand the canon in exciting directions."

And Marvel's X-office has done its best to accommodate the master scribe, clearing the slate for his return.

How?

Well, between February and March, six months will have elapsed in Marvel time, a move that gives Claremont a chance to introduce concepts he says will be "radically different" from the X-norm.

"I think there'll be some surprises in how we treat the characters, where I'm gonna take them, where they're gonna take me," he says. "You'll see some surprising changes, literally from the first page of each issue."

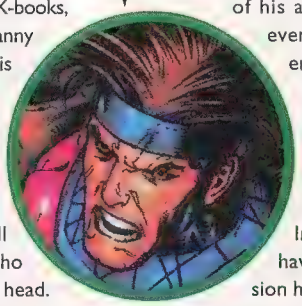
To start, the X-Men will be struggling with the loss of Cyclops, who heroically sacrificed himself in December's climactic battle against Apocalypse. Then there's Professor Xavier's absence—rumor has it he won't even be on Earth when Claremont's run begins.

As a result, the X-Men split up into two squads, a move that really ain't all that radical-except for the fact Gambit and Rogue will be the teams' leaders.

Wanna know more? Then read on, mutie lovers. Read on.

'UNCANNY X-MEN'

GAMBIT



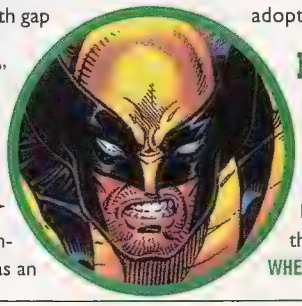
WHERE HE IS NOW: A constant presence in the X-books, Remy LeBeau uses his charm, wit and uncanny athletic ability to moonlight as a thief in his own monthly title.

WHERE HE'S GOING: The Cajun'll be leading not one, but two teams—a squad of Xavier's finest in *Uncanny* and the New Orleans Chapter of the Thieves Guild in his monthly solo book. That dual role will cause a rift between Gambit and Rogue, who believes her beau's getting in way over his head. For his own part, Remy's gonna struggle a bit with his leadership role, and his trademark cocky, risk-taking attitude may lead to disagreements with some members of his squad. As to how (and why) Gambit's leading the team, readers will just have to wait and see.

WOULDJA BELIEVE: Gambit's mutant powers, which allow him to charge objects with explosive energy, are gonna undergo some changes during the six-month gap that hits the X-books.

"Something strange will have happened," *Gambit* editor Mike Marts reveals. "Something that'll effect his and Rogue's relationship in a very unexpected way."

WOLVERINE



WHERE HE IS NOW: After getting his adamantium back, Wolverine unwillingly worked as an agent of Apocalypse. The slicin', slashin' scrapper's since rejoined his buddies on the X-Men.

WHERE HE'S GOING: Wolverine returns to *X-Men* with issue #102 and will face tons o' issues, including the return of his adamantium, a horrific experience made even worse by the fact it was a "gift" from an enemy he served. As a result, Logan probably feels some responsibility for Cyclops' demise and wonders if there was some way he might have prevented it. He'll also have to consider the possibility of side effects from Apocalypse's control.

In terms of his teammates, Wolvie's gonna have to deal with the long-standing sexual tension he's had with Jean (something the X-creative staff plans on shying away from initially), as well as the occasional conflict with Cable and Gambit.

"Wolverine and Gambit get along," Powers says, "but they're the two most outspoken, cocky guys around."

WOULDJA BELIEVE: Wolverine's recent experiences will make him a tad introspective and he'll start thinking about the people he's got responsibilities toward—like his adopted daughter Amiko.

PHOENIX

WHERE SHE IS NOW: A founding member of the X-Men (and one of the most powerful telepaths on the planet), Jean Grey recently returned to the team to aid in the climactic battle against Apocalypse—a fight that claimed the life of her husband, Cyclops.

WHERE SHE'S GOING: Devastated by Cyke's death,

Jean's not emotionally able to lead the X-Men, but she'll continue to be a vital member of the team. Her inclusion on Gambit's squad allows her to stay close to Cable—Cyclops' son—and will result in her gravitating toward her close friend, Storm. Look for Claremont to delve further into the Jean/Ororo relationship, a subject that hasn't really been touched upon in years.

WOULDJA BELIEVE: The X-editorial team once envisioned a story during which Gambit's attempt to comfort Jean would have led to a passionate kiss. The romance has since been nixed.

CABLE

WHERE HE IS NOW: The son of Cyclops and Madelyne Pryor, Cable dedicated his life to the destruction of Apocalypse—which he's finally accomplished.

WHERE HE'S GOING: Cable's left asking, "What now?" Hoping to follow in Cyclops' footsteps, Cable joins the X-Men, a move that brings up tons o' issues—both personal and team-related—for him. As a former leader (of X-Force and the Clan Askani), Cable wants to lead and believes he *can* lead the team—something that'll undoubtedly lead to conflict with Gambit.

"There'll be moments when Gambit says, 'Do this' and Cable will be like, 'That's stupid. I'm not doing *that*'," Powers says. "He and Gambit are both macho guys with huge egos, and there'll be times when those egos clash."

In addition, an event in February's books will cause Cable to be enveloped by the techno-organic virus. When he emerges from his "cocoon," his body will have regenerated to a certain extent.

"For all appearances, he'll be a little younger, a little more vital," Powers hints. "He's still got the white hair, but he's not the Rob Liefeld Cable."

WOULDJA BELIEVE: Part of the reason the X-creators brought Cable into the books was because of his "untapped potential" as a romantic character.

BEAST

WHERE HE IS NOW: One of the original X-Men, the dexterous, blue-skinned Hank McCoy's long served as the group's resident scientific genius. He left the team for a time, but returned during the recent struggle against Apocalypse.

WHERE HE'S GOING: With Cyclops gone and Xavier leaving, Beast feels he should stay, helping to hold the team together through some bad times. He'll be part of the support group for longtime friend Jean but while he's upset about Cyclops' fate, Hank'll continue to be one of the more lighthearted members of the squad.

"He's philosophical about [Cyke's death]," Powers says. "For Hank, it's horrible but it's beautiful because Cyclops gave his life to save everyone."

In terms of the new leadership, Beast has his doubts. But while he might have mistrusted Gambit early on, Beast's seen the Cajun hero risk his life for the team many times.

WOULDJA BELIEVE: While Beast will be a part of a mini-series involving Wonder Man, X-editors say the furry blue mutant (who's also an Avenger) will remain part of the regular *Uncanny X-Men* cast.

SKETCH BOOK X-artists Leinil Yu and Adam Kubert have worked up preliminary redesigns for Phoenix (above), Storm (below).

STORM

WHERE SHE IS NOW: A full-time X-Man, Ororo's served on the team almost continually since signing up. A mutant with the ability to manipulate the weather, she's been team leader of the X-Men in Cyclops's absence and served as a sort of co-leader when he returned during the saga of The Twelve.

WHERE SHE'S GOING: She'll remain her usual, rock-solid self, but Powers reveals that part of Storm will feel a sense of responsibility for what happened to Cyclops, that the decisions she made led to events resulting in Cyclops' sacrifice. Despite those feelings, Ororo will be the pillar Jean leans on, the one she relies on in her ongoing period of mourning over Cyclops.

Storm's also a close friend of Gambit and, having once led two groups (the X-Men and the Morlocks) at the same time, she can empathize with his new situation.

"She knows her own dual leadership role turned out bad," Powers says. "And I think she'll be reminding Gambit of that as time goes on."

WOULDJA BELIEVE: Storm's not leading either of the two X-teams simply because she chose not to.

'X-MEN'

ROGUE

WHERE SHE IS NOW: A former member of the Brotherhood of Evil Mutants, Rogue's an X-Man in good standing. A mutant with the ability to copy the memories and powers of whomever she touches, Rogue's still trying to gain full control her powers.

WHERE SHE'S GOING: Fighting to keep the X-Men together, Rogue will become more independent, strong and tough. She'll undergo some growing pains as a leader, which'll be made tougher by her opposition to Gambit's dual role with the X-Men and the Thieves Guild.

"She feels he's setting himself up for a big fall," Powers

says. "And though she loves him, she feels he's making a mistake that will affect other people."

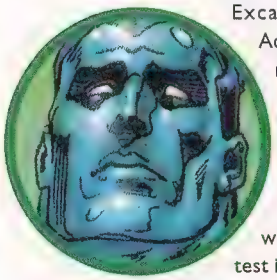
The editor adds Rogue realizes things will "never, ever" work with Gambit, and readers shouldn't be surprised if she winds up in a relationship with another teammate.

As for how she winds up leading an X-team, the creative staff says all will be revealed at a later date.

WOULDJA BELIEVE: The X-staff's kicked around the idea of having Rogue make skin-to-skin contact with some of her teammates (thereby absorbing their powers and personalities.) "At one point, Chris suggested she absorb Marrow's power," Powers reveals. "She goes to fight and this huge skeletal armor comes out."

COLOSSUS ▼

WHERE HE IS NOW: Piotr "Peter" Rasputin's served as a member of the X-Men, Excalibur and Magneto's Acolytes, and possesses the mutant ability to turn his skin into organic steel.



WHERE HE'S GOING: Colossus will still be the guy everyone can depend on—an upbeat, positive influence on the team. Having had to deal with the death of his sister Illyana, his first test in terms of losing someone he cared for, he's dealing with Cyclops' sacrifice better than anyone else on the team.

"He's very mature about the situation and accepts the fact everyone has to die at some time," Powers says. "It was Cyclops' time, Colossus believes, and he got to sacrifice himself to save his friends."

WOULDJA BELIEVE: Colossus is gonna hook up with another X-character.

NIGHTCRAWLER ▲

WHERE HE IS NOW: A former leader of Excalibur and a longtime member of the X-Men, Kurt Wagner's got a demonic appearance and the ability to teleport himself and anyone he's holding onto.

WHERE HE'S GOING: In the wake of Cyclops' death, Nightcrawler questions the impact his life, and the X-Men's lives, have on the world. As a result, he goes back to his faith and tries to find a different way to accomplish the X-Men's goal of bringing people together. He's still a positive, lust-for-life kind o' guy, but he's plagued by doubts that he's not making as big a difference as he can.

He'll talk with Rogue about her leadership role, and as a former leader himself of Excalibur, there'll be moments when he feels he could be making decisions quicker and better than others could.

WOULDJA BELIEVE: Nightcrawler's the son of the villainous Mystique, and Claremont's reportedly giving more thought to the secrets surrounding their relationship.

SHADOWCAT

WHERE HE IS NOW: Katherine "Kitty" Pryde, the youngest member of the team, has the mutant ability to "phase" through solid objects, something she's put to good use during her stints with the X-Men and Excalibur.

WHERE SHE'S GOING: Due to her age, Shadowcat's having a particularly hard time dealing with Cyclops' death, an event Powers says will put her in "total rebellion mode."

"She's still Kitty, she's still a genius, but she'll be more rebellious," he adds. "She'll cut her hair, play more with her ninja ability, be more aggressive and not listen to what people tell her."

That attitude's gonna create a huge problem for Rogue, who'll have to deal with a squad member who won't follow her orders.

WOULDJA BELIEVE: The new, more aggressive Kitty will use a weapon in her upcoming adventures, a claw-like device similar to the one seen during the "Age of Apocalypse" storyline.

ARCHANGEL

WHERE HE IS NOW: Warren Worthington III, an original member of the X-Men, was once captured by Apocalypse and

YU DA' MAN Yu's sketches for Shadowcat (left) and Rogue (below).

Ellis EnCounter

Look out, X-fans. Warren Ellis has hit the House of Ideas.

Ellis, the twisted mind behind DC's cult hits *Transmetropolitan* and *The Authority*, will lead the charge to restructure Marvel's "secondary" X-titles (*X-Force*, *X-Man* and *Generation X*) under the umbrella of "Counter–X."

"The job I've been handed is to re-imagine and redirect these books," Ellis says. "That's the sum total."

After creating new series guides, Ellis will write the first four issues of each title, then hand things over to the permanent creative teams. Noting each book will be redesigned for "its place and time," Ellis offers one promise:

"You haven't seen X-books like these before."

What's so special about them? Take a look:

X-FORCE

By Ellis, Ian Edgington and Whilce Portacio

The role of X-Force is going to become "a thousand percent more active" as of March, editor Jason Liebig says. "They've decided it's time to do something," he says. "These guys will be tough, cool and a bit subversive."

"People who enjoyed the widescreen madness of *The Authority* will enjoy the new tone struck in *X-Force*," Ellis says. "I thought the book would benefit from that kind of headlong, action-movie-on-speed pacing, not to mention the addition of huge amounts of property damage from time to time."

X-MAN

By Ellis, Steven Grant and Ariel Olivetti

It's universally acknowledged in the X-offices that *X-Man* will be a stranger kind of book.

"If you can imagine letting Oliver Stone and James Cameron at The Phantom Stranger, you're partway there," Ellis says.

Nate Grey has always had a tough time finding his place in the world and Liebig promises his role will become more clearly defined as of March.

"X-Man will be unlike you've ever seen him before. He's gonna be a very different man," Liebig says. "The level of power he's always shown potential to possess, you'll see that play out in different ways."

GENERATION X

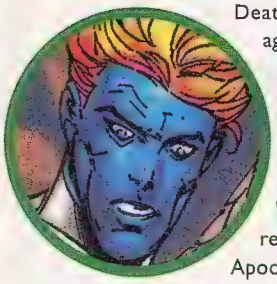
By Ellis, Brian Wood and Steve Pugh

Readers should expect to see the darker side of *Generation X* once "Counter–X" kicks into gear.

"It's not that the characters are gonna be dark," Liebig reveals, "but the situations they're gonna encounter will be fairly dark."

Relationships in the book will have a heightened sense of melodrama and seriousness, as school leaders Emma Frost and Sean Cassidy play a more active role.

"*Generation X* will be what no one expects," Ellis says. "Death, sex, politics, bullets, torture, glamour, comedy and stark bedwetting horror–fun for all the family. Especially if your family takes guns to school. This is a book for America 2000, make no mistake." ■ CL



transformed into one of his Four Horseman, Death. During the recent struggles against Apocalypse, Archangel discovered he still retained some of his former master's "programming." While Warren won't be in issue #100, he'll return to the playing field in #101.

WHERE HE'S GOING: While Warren reverted back to normal during the Apocalypse battle, he's left questioning exactly what happened—and what *will* happen—to him. In that way, he'll be going through a lot of the same ordeals Wolverine is.

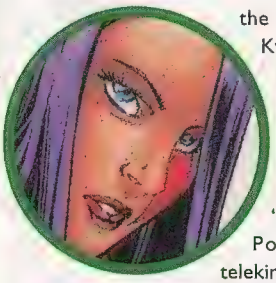
In terms of Cyclops' death, Archangel shares an attitude similar to the Beast—he realizes his old friend made the ultimate sacrifice and believes it's up to the survivors to honor his memory by moving on.

"It's tough for him to take," Powers says. "But remember that, at one time, the original team members all had to deal with what they thought was Jean's death."

WOULDJA BELIEVE: The folks in the X-office hint Claremont has considered "doing something different" with Archangel's wings.

PSYLOCKE

WHERE SHE IS NOW: A mutant telepath, Betsy Braddock moved from her native Britain to America and joined the X-Men. Since then, her consciousness has been transplanted into the body of an Asian woman named Kwannon.



WHERE SHE'S GOING: Psylocke undergoes some difficult changes during the six-month gap, something that creates a weird connection between herself and Jean, and "evolves" her mutant abilities. Powers hints she'll become a telekinetic, rather than a telepath.

"She's used to reading her opponents, which gave her an edge as a fighter," he says. "She won't have that anymore, but the telekinesis will allow her to do new, fantastic things."

WOULDJA BELIEVE: Psylocke added her telepathic abilities to the effort to free Wolverine from Apocalypse's clutches, a move that might have drastic repercussions in terms of the Shadow King, a villain she once trapped in a telepathic prison.

THUNDERBIRD

WHERE HE IS NOW: A new member of the team, Thunderbird's a suave, handsome man of East Indian descent with fire-based mutant powers. He's got no relation to the original X-Men member Thunderbird, who sacrificed himself in *X-Men* (vol. 1) #95

WHERE HE'S GOING: He's the neophyte, a guy who finds himself in the middle of the madness that is the X-Men. Being with the team introduces him to a new culture, an incredibly new set of circumstances—the X-Men are always involved in huge global battles, facing amazing enemies he couldn't even dream of.

Emotionally, he's surrounded by a group of people dealing with the death of a man they all revere, a man with whom he's got absolutely no connection. He doesn't know who Cyclops was, he doesn't know what his death means.

"To a certain extent, that makes him an outsider," Powers says. "Even on a group of outsiders."

WOULDJA BELIEVE: When *X-Men* hits the stands in March, Thunderbird will already be a member of the team. More clues as to how he wound up on the squad could appear in an upcoming issue of *X-Men Unlimited*.

Wizard Staff Writer Christopher Lawrence surrounds himself with He-Man action figures and cheap booze. No, really.

She's the DragonLady, and she's after You!

"The secret is yours, young Johnny Ace. Fight! Hide! Resist! Run! She won't stop until she gets the one thing you possess. Access.

"Access to the hottest place for pop culture entertainment, gossip, auctions and shopping. All the cool stuff! The games, videos, DVDs, toys, anime and music those on the outside wait months to get.

"The Dragon Lady wants it for her own evil ways. You must be strong, Johnny and never divulge the password, www.actionace.com"

neoglyphix
eyeball melting weekly animated episodes

shop
gigantic online shop for toys, videogames, music and more

acexchange
auction and trade to the max.

actionzine
read the latest toy, game and movie news and reviews.

affiliates
make money with your own web-site.

FOR AN UNDERGROUND WORLD OF ACTION ENTERTAINMENT THERE'S ONLY ONE PLACE.

ACTIONACE.COM

the stuff no one else gets!

KEEP 'E FLYI

franchise fever! (THE NEW PLAYERS)

NEW 'JLA' CREATORS MARK WAID AND BRYAN HITCH PLOT AN ALL-NEW FLIGHT PATH FOR DC'S NO. 1 SUPER-TEAM

BY RICHARD HO

Mark Waid has a confession to make.

"This is the hardest job I've ever had," admits Waid, referring to his upcoming gig as writer of *JLA*, DC's number-one selling book. "Suddenly, I've been given the keys to the big car."

The ride starts with May's issue #43, after Grant Morrison wraps his end-of-the-world storyline, "World War Three." Morrison's relaunch of *JLA* three and a half years ago rocked fans by throwing the popular "Big Seven"—Superman, Batman, Wonder Woman, Flash, Green Lantern, Aquaman and the Martian Manhunter—into reality-warping, blockbuster stories. Waid knows following Morrison's all-out epics'll be tough. That's why he intends to trod an entirely new path.

"I think it would be a mistake to try to write Grant Morrison's *JLA*," said Waid. "The smart money is for me to do what I'm most comfortable doing, which is big sweeping action, but with a real character core to it."

Penciler Bryan Hitch joins Waid with September's issue #47. Hitch has already been drawing galaxy-faring superteams over on DC's JLA-esque *Authority*. "Now I get to play with the Big Blue Boy Scout and the Bat," Hitch says. "I grew up on DC Comics as a kid, and it's one of those dream projects. I'm very excited."

Waid will pare the team down to the original Big Seven plus Plastic Man (for comedy relief) after Morrison added second-tier heroes like Aztek, Zauriel and Big Barda. "I think in order to get to know the team, the smart money is to start slow and build from there, weaving characters in and out as needed," says Waid. Look to Waid's fill-in issues of *JLA* to preview his characterization style. "Even with a team book, I like to find one or two characters to hang each individual story on, like I did with Oracle and Martian Manhunter in the Julian September story [*JLA* #18-#19]," said Waid.

Waid's first storyarc will feature Batman villain Ra's Al Ghul, but after that the writer plans to stay away from the traditional JLA villains for a little while. "Although we *will* see the return of one of Grant's big menaces during the first year," he teases, "and we've also created a new villain called Id."

If you can't wait for Waid and Hitch's first issue together, look for the duo's 72-page one-shot *JLA: Heaven's Ladder*, on sale in August. A "theological exploration," as Waid puts it, it features a band of aliens who enlist the JLA to help them create heaven. Down the line in the regular series, expect a JLA/JSA crossover and even the possible reintroduction of Hawkman. "But only if we can come up with a good enough story," Waid says.

And it's that kind of thinking that means DC's big car is in very good hands.

Massachusetts-based writer Richard Ho borrowed the big car once. Once.

LOST in SPACE

With a new mission and streamlined roster, LEGION OF SUPER-HEROES will show you how being lost may be the biggest find for 2000

franchise fever! (THE NEXT BIG THING)

THEY'VE BEEN KILLED. They've been Damned. And they're about to get Lost. But don't worry, 'cause the ever-optimistic teenagers from the Legion of Super-Heroes will soon be found. By fans, that is, courtesy of Dan Abnett and Andy Lanning.

In the wake of the writing duo's success on the "Legion of the Damned" storyarc (*Legion of Super-Heroes* #122-#123 and *Legionnaires* #79-#80), both Legion titles step aside for a full year when the team's 12-issue *Legion Lost* mini-series debuts in March, with art by newcomer Olivier Coipel. *Lost* drastically cuts down the overpopulated Legion universe and sets the stage for the regular title's ultimate return. In the mini-series, a group of Legionnaires get displaced to the most remote region of space, with no means of transport, minimal supplies and no knowledge of where they are or what's happened to their friends.

"As they struggle to survive and, hopefully, find their way back home," says Lanning, "the main theme running through *Legion Lost* is hope. The Legion embodies hopeful spirit and an optimistic future. Now we'll put that spirit to the test, to see if it can still shine through when offset against menaces that are truly dark and serious."

While new talent is certainly breathing some life into this young…er, old team, don't consider *Legion Lost* a reboot. The series is staying with the continuity established in DC's company-wide 1994 reboot *Zero Hour*. "*Lost* will just provide an easier jump-on point for new readers who might have been off-put by a cast of thousands and years of continuity," said Abnett.

The new roster may be a secret, but Abnett reveals they're concentrating on roughly 10 members, including one new character. But don't worry, die-hards: the rest of the team ain't dying or anything. "We're not forgetting that they're a *legion* of super-heroes," says Abnett with a laugh. "The plan is to rotate cast members somewhat when we return [to the regular series], so that even though the immediate number of Legionnaires will appear smaller, the concept of the Legion can remain intact."

Abnett and Lanning recently attacked the Legion concept, injecting a grittier, more realistic tone in the 40-year-old property. "Damned" saw the 30th century's superteam infected with the Blight, a malevolent, deadly alien virus that left Earth devastated and forever tainted the team's youthful innocence.

"If everything is bright, wonderful and optimistic all the time then everything becomes one note and slightly boring," says Lanning. "We wanted to keep these characters bright, but put them in a dark scenario so we could define them more by that darkness. We didn't want to make things dark and gritty for grittiness' sake, we wanted to do it for a purpose."

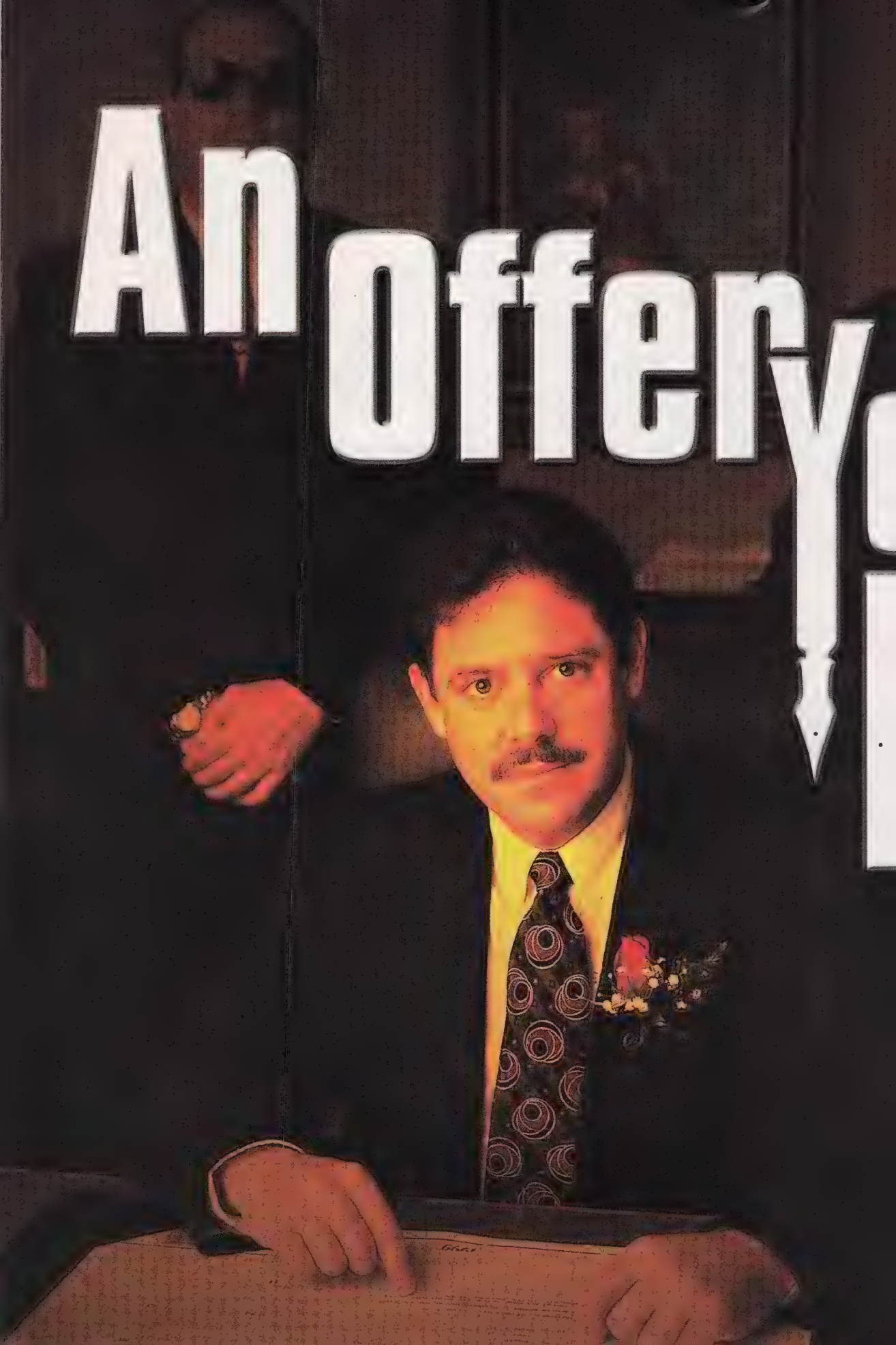
With a tighter focus and a bleaker reality, the Legion of Super-Heroes may finally achieve the mainstream attention it's strived for for decades.

"[This] gives us the chance," says Lanning, "to convey the important classic elements that have made the Legion so popular over their 40-year history: bold, exciting stories laced with large scale, sci-fi concepts and tempered with complex interpersonal conflicts and relationships."

• BY SCOTT BRICK •

California-based writer Scott Brick once lost his marbles. He's currently still searching for them.

'DAMNED' GOOD The Legion has what it takes to be one of DC's biggest franchises.


An Offer Y

ou Can't Refuse

with the lure of a Taj Mahal-like facility and big bucks, creators have trouble saying no to millionaire **Mark Alessi** and his start-up venture, **CROSSGENeration Comics**

by christopher Lawrence

Ron Marz loved his house in Woodstock, N.Y. A haven close to family, friends and a clique of fellow comic creators, the *Green Lantern* writer had acres and acres of property, two horses and a quiet, serene life most writers would envy.

But he left it behind.

Likewise, Barbara Kesel dotes on her Oregon home, a grand two-story Craftsman she spent her life searching for and a seemingly endless stream of weekends renovating. Her husband, Karl, was there, as were her dogs, Quirk and Velveeta. Yet the former *Hawk and Dove* scripter, too, moved cross country.

Why?

To follow millionaire Mark Alessi—and the nirvana he's constructing called CROSSGENeration Comics.

The company's headquarters, located just outside Tampa, Fla., is one of the most technologically advanced comic facilities in the world, a "Taj Mahal" of sorts that's aided Alessi in his quest to assemble a potent team of talent, a healthy crop of artists and writers pulled from around the globe.

Their mission?

To knock comicdom on its collective ass.

"We're gonna kill 'em," Alessi says with a smile, confident the company's first release—a 32-page book written by Ron Marz and Barbara Kesel with art by Italian sensation Claudio Castellini—will take the industry by storm in May.

The certainty in the entrepreneur's deep voice makes the often-repeated mantra sound less like a possibility and more like a promise.

It's a promise everyone at CROSSGEN takes seriously—and rightly so, since they've all given up a portion of their lives for the chance to create a comic renaissance.

In exchange for that opportunity, they've got to work exclusively for CROSSGEN—and move to Tampa.

"I don't understand how you can put out quality work when you've got an inker in L.A., a colorist in Orlando, a penciler in New York and a writer in Maine," Alessi says.

Don Hillsman, an inker who's worked for Marvel, DC, Chaos! and Image, left a wife, two kids and a house behind in Atlanta. The 15-year comic vet joined the CROSSGEN team after meeting Alessi at a comic convention.

"Here was this loud Italian guy telling me he wanted to start a comic company," Hillsman laughs. "I thought, 'Do I shoo him away or do I listen?' I listened. And I'm glad I did."

Josh Middleton sold his guitar shop and was going to move to Japan when he got the CROSSGEN call—an offer that convinced him to trade his transcontinental flight for a trek to Tampa.

"What's the worst that could happen?" the rookie penciler says. "Worst case, you go home. Best case, you do something to influence the industry. It's a risk—but it's always a risk."

Alessi willingly acknowledges those risks and admits he's too experienced a businessman not to have doubts.

"If we don't have doubt, we're fools," he says. "Do I think that we're on the right track? Yes. But I'm not naïve. All the odds in this business are stacked against newcomers. Doubts drive me. Fear drives me. I like fear—it either drives or immobilizes.

"Here, it drives you."

Despite the doubts—and the apparently overwhelming odds—Alessi's done his best to make sure CROSSGEN's a risk worth taking, ponying up the funds to create a comic facility so technologically advanced it might even put Microsoft to shame.

"I tried the computer the first day and it was faster than anything I've ever worked on," colorist Mike Atiyeh says. "It's all top-of-the-line stuff. I'd say there's not another colorist in the business who has the capabilities we have."

Then again, out of the ordinary is commonplace at CROSSGEN, where a Jack Kirby-drawn blueprint of the Fantastic Four's headquarters hangs in the front kitchen, a voluptuous Bill Tucci-drawn female stares longingly at the door of one of the men's room stalls and the company fridges are stocked with Coke, Snapple and Budweiser.

Yes, Budweiser.

CROSSGEN staffers can partake of the beer after hours—only if they agree to accept responsibility for their imbibing by taking a cab home. Oh yeah, the company pays for the cab.

"This place blows your mind," Hillsman says. "Except for not being able to sit around in my underwear, it has all the amenities of home."

YOUNG REBELS CROSSGEN perks? Members of Alessi's bullpen can take a shower at work, take Italian lessons and even hold keggers!

PHOTOS BY WILLIAM FRAKES.

THE FUTURE IS HERE...

ONLY $3! ONLY ONLINE!

May 2000 heralds the beginning of the most anticipated launch in comic history - the CrossGeneration Comics Universe.

But thanks to an exclusive promotion between AnotherUniverse.com and CrossGen Comics, you can get a first look at the excitement to come right now!

- CrossGenesis #1 is an exclusive original comic that introduces readers to the majestic worlds, brave heroes, and despicable villains that will comprise the amazing new CrossGenesis Universe.
- CrossGenesis #1 gives you a first look at the work of a crop of artists led by ***Brandon Peterson*** that will be the talk of the comics industry in the new millennium.
- CrossGenesis #1 is limited to only 15,000 copies.
- CrossGenesis #1 is only $3.
- CrossGenesis #1 is only available at one place - online at www.AnotherUniverse.com!

Experience CrossGenesis #1
Exclusively Online at AnotherUniverse.com

Amenities that include a game room and bunk room, a chamber that holds two beds—perfect for a 10-minute nap or overnight stay. The only thing missing is room service.

The restrooms do include full showers, however, a perk Marz was forced to take advantage of when the rental agent failed to turn the water on at his new home.

"The water was nice and warm," he laughs. "Good pressure."

Most impressive, though, are the quads, studio-style work units that group an inker, colorist and penciler together around a central conference area. The six quads fill the facility's massive central courtyard.

"It's huge, spacious," artist Claudio Castellini says through an Italian interpreter provided by CROSSGEN. "I was really impressed."

And he wasn't alone.

"When I first walked in here," inker John Dell says, "I thought, 'Disneyland.' This place was designed and built for me."

Scary as it may be, Dell's right—Alessi spared no expense, giving Art Director Brandon Peterson—a former *X-Men* penciler and Top Cow staple—the ability to build a production facility artists like Dell could only dream about.

"We've taken and combined all the old bullpen styles, what I learned in studio style at Top Cow and the models set up at Disney and Lucasfilm," Peterson says. "The model of housing your team as a unit focused on meeting their goals works best."

Each unit's got cubicle-type partitions carpeted "walls" that look like the doors to a high school locker—they're covered with photos, doodles, designs and cool character sketches.

"It's open enough you can talk," Peterson says, "but private enough so you have your own space."

Peterson believes the quad system will help the art teams thrive by introducing some good-spirited competition.

"It does push you—in terms of quality and speed," penciler Ben Lai says. "You can go to the other quads, check out what they've done and see how far they've gone."

In addition to challenging the artists, the intentionally-generated sense of community also helps Marz and Kesel, who have offices off to the side of the quad zone.

"There's an energy level in this place that makes it gratifying to write," Kesel says. "I'm writing for somebody right out there."

While Alessi admits he thinks of the quads as a better way to produce a better product, he downplays his own role in the system's creation, claiming credit for simply collecting the right information.

"I talked to people in production, inkers, colorists. I wanted what they like and didn't like, what works and what doesn't," he says. "Michael Turner's designed pieces of this, John Romita Sr.'s designed pieces, Brandon's designed pieces—all the artists I've talked to have."

Alessi's information quest began a couple of years after his retirement, following the sale of his last company, Technical Resource Connection, to billionaire industrialist Ross Perot. The 46-year-old comic fan quickly bored of the poolside existence and set his sights on a new goal—creating a viable comic company for the next century.

"If somebody doesn't do the right things soon, everything I loved growing up will disappear," he says. "There's something magical about comics, about holding them in your hands, and if we don't fix this industry, there will be a day when these things [comics] are curiosities."

Alessi tackled his ambitious undertaking with the same drive that helped him turn TRC from a company born in a one-room office with $27,000 into a $25-million powerhouse, one of the top object-technology companies in the world.

The future publisher started his analysis by digging through the industry's history, pulling out comics from each decade that were successful. Comparing those titles, Alessi found common themes (stories with fantasy, science fiction and medieval overtones) appeared across generations. Hence, the company name CROSSGENeration Comics.

Alessi took those success themes and used them as a baseline for the CROSSGEN universe.

He then pushed his research to the next level—talking to fans and comic shop owners (he even invested in a Tampa comics store so he could chat with readers) and trekking around the convention circuit to talk to artists.

That's how he met Peterson.

The former *X-Men* artist was signing at a con when Alessi first approached him. Over a beer, Alessi and Peterson discussed the status of the comic business, a casual chat during which the entrepreneur mentioned he'd like to try his hand at publishing. After hearing his future boss' thoughts on comic art—and the industry as a whole—Peterson realized Alessi knew his stuff, but still wrote off the possibility he'd actually do anything with his ideas.

They kept in touch and Peterson eventually got a call about starting CROSSGEN.

"Mark said, 'Come with me and take a chance at changing the way things are done,'" Peterson remembers. "It empowered me."

Kesel hooked up with the company the same way. After leading a scriptwriting seminar at a west-coast convention, Kesel found herself face to face with CROSSGEN Vice President Gina Villa, who attended the seminar to expand her knowledge of the industry.

"She saw me and sort of decided I was the one she wanted in the role of head writer," Kesel said. "I hadn't heard of these people. I thought, 'What are they trying to do?'"

After looking into it a bit more, Kesel came to see the CROSSGEN offer as a chance to work in a classic studio situation—a rare opportunity for a writer—and signed on, moving to Tampa solo for a few months before her comic-writing husband joined her.

"Getting hired by CROSSGEN was like getting hit by a truck," she says. "I peeled myself off the grill and thought, 'Maybe this isn't such a bad place to be.'

"Mark laid down the gauntlet. He said, 'You're somebody who's hungry to do this and never had the chance,'" Kesel recalls. "I said, 'Yep, that's me.'"

Marz took a somewhat different route. He, like some 6,000 others, responded to a company ad seeking submissions.

"I was completely occupied with other things, but I thought it was worth a flier," Marz says, revealing that despite a positive initial

MARZ NEEDS WOMEN Marz left *Green Lantern* to write Zanni (above) and *Sigil*.

SEIZE THE POWER OF MERLIN

The International Arthurian Society presents a mesmerizing combination of European crystal and fine intricately sculptured pewter richly embellished with 24 karat gold.

He peers through the ever-shifting mists of time. Merlin. Sorcerer. Seer. Sage.

And now, the very symbol of his mighty power is re-created in a spellbinding new work authorized and authenticated by the International Arthurian Society.

MERLIN'S CRYSTAL BALL brings all the romance and magic of Camelot to your fingertips. The crystal orb, porthole to the future, is cradled by four dragons, heraldic symbols of Arthur's family—the House of Pendragon. Each dragon is intricately sculptured in fine pewter, bathed to a mystical luster in 24 karat gold electroplate.

The crystal ball is mounted over Arthur's golden crown and fiery red crystal cabochons enhance the regal splendor of this dramatic showpiece. The solid pewter base depicts Arthur's shield, as well as those of 12 of the fabled Knights of the Round Table.

Bold. Spectacular. As exciting and mysterious as the future itself. This imported masterpiece is priced at just $225, including the handsome marble display base. Seize the future and order today.

SATISFACTION GUARANTEED

If you wish to return any Franklin Mint purchase, you may do so within 30 days of your receipt of that purchase for replacement, credit or refund.

Shown approximately actual size of 8" (20.32 cm) tall, including marble display base.

MERLIN'S CRYSTAL BALL

The Franklin Mint
Franklin Center, PA 19091-0001

Please mail by March 31, 2000.

Please enter my order for Merlin's Crystal Ball.
I need SEND NO MONEY NOW. I will be billed for my crystal ball in 5 equal monthly installments of $45.* each, with the first payment due prior to shipment.

**Plus my state sales tax and a one-time charge of $4.95 for shipping and handling*

SIGNATURE _____
ALL ORDERS ARE SUBJECT TO ACCEPTANCE

MR/MRS/MISS _____
PLEASE PRINT CLEARLY

ADDRESS _____ APT. # _____

CITY/STATE _____ ZIP _____

TELEPHONE # (_____) _____

13332-115-001

THE FRANKLIN MINT
www.franklinmint.com

Generation Next

It could be the next hot tattoo.

The sigil–CROSSGEN's red and yellow symbol–will be featured in all titles debuting in May and June. In each, an individual bears the glowing mark that signifies the presence of amazing powers.

Mystic **Writer: Ron Marz. Artists: Brandon Peterson, John Dell and Andrew Crossley.**
In a world where magic dominates, a young woman's life changes when a mysterious symbol appears on her hand, opening a doorway to immense power. The catch? She's got to find a way to harness that power before it destroys her.

Sigil **Writer: Ron Marz. Artists: Ben and Ray Lai.**
Samandahl and Roiya Sintor are mercenaries, scraping together a living in the wreckage of the human/Saurian wars. When a prominent women disappears, they think it will mean a new job. Instead, it means the end of life as they know it.

Meridian **Writer: Barbara Kesel. Artists: Joshua Middleton, Dexter Vines and Mike Atiyeh.**
A floating city-state cruising above a decaying world, Meridian is a place of comfort. That's stolen away, however, when a strange force brands two people with the sigil, and tragedy forces one to become a hero.

Scion **Writer: Ron Marz. Artists: Jim Cheung, Don Hillsman and Ceasar Rodriguez.**
Ethan's about to take his place as a man in a society where medieval pageantry hides advanced technology. At the ritual combat that keeps peace, a seemingly freak accident brings the world to the brink of war, with Ethan caught squarely in the middle.

Chronicles **(bimonthly): Writers: Ron Marz and Barbara Kesel. Artist: Claudio Castellini.**
The presence of the Sigil-Bearers upsets a band of other superpowered beings. The result: all hell breaks loose. ■CL

conversation with Alessi, the writer doubted he'd wind up at CROSSGEN.

He was, however, attracted by the opportunity to "change the way the game is played," and eventually decided to give Tampa—and CROSSGEN—a chance.

Looking back, Marz says Alessi's part preacher, part college coach and part "Godfather."

"Mark's greatest ability is that he knows people extremely well—when they need a pat on the back and when they need a kick in the ass," he says. "I think maybe in another life he was Knute Rockne. He's that coach that can fire up the troops and get them ready to run through a brick wall.

"But he'll be running through the wall first, saying, 'Follow me.'"

Boy, how they follow.

Every member of the CROSSGEN staff—Alessi included—is taking Italian lessons to help them communicate with Castellini, who traveled from Italy to Tampa to try out life at CROSSGEN.

"The lessons are meant to give us a better feeling of what Claudio's going through," Marz says, noticeably impressed by the value Alessi places on loyalty, respect and family.

And he's not the only one.

"When I first met Mark, he stressed family over work," Dell recalls. "He's the first guy I've met who's cared about me getting to my son's baseball game. When he said, 'You can do a comic book and still take your son to Little League,' I said, 'I'm there.'"

That positive, enthusiastic attitude hasn't only affected Dell—it's infected the entire staff. In fact, the quads have already moved beyond their original numerical designations, adopting humorous tags like "The Odd Quad," "Power Quad 3," "Two-by-Four," and "IHOQ—the International House of Quad."

"It's a team," inker Dexter Vines stresses. "A team that includes the man who owns everything."

Sure, Alessi owns CROSSGEN lock, stock and barrel, but he's more than willing to share.

"The average salary of the creative staff is higher than the highest management side salary," Alessi says. "Including the president."

"It's great," colorist Andrew Crossley adds. "We get paid every two weeks. I draw a regular paycheck, whether I do five pages or 25...and I get vacation."

In addition, 25 percent of CROSSGEN's profits will go to all employees, from the writers to the inkers to the receptionist.

"Everybody wins together," Alessi says. "It's their opportunity to invest their time and ability into something that will benefit them, their families, in the long term."

And in case profit sharing isn't enough, Alessi lends his impressive collection of original comic art to the CROSSGEN equation.

The building's a veritable comic museum, and the walls of every room hold invaluable drawings, sketches and paintings by Dorian Cleavenger, Bernie Wrightson and Michael Turner; *Sally Forth* strips by Wallace Wood and an entire original comic by Barry Windsor-Smith.

"I surrounded these people with stuff done by great artists of the past," Alessi says. "There's a certain level of effort and dedication needed to be great. I want them to see that."

The publisher's office holds the same inspiring artwork, and offers proof of his love for the medium. Gorgeous paintings of Alley Cat and the regal Lady Pendragon hang behind Alessi's well-organized wooden desk, an original Steranko pencil of a gun-wielding seductress looms directly in the publisher's line of sight and an issue of *Son of Sinbad*—with cover art by Joe Kubert—holds a place of prominence in the room.

Alessi, dressed casually in blue jeans and a golf shirt, swivels in his green leather chair and looks at the few vacant spots on the walls, quickly revealing that the choice real estate's being reserved for CROSSGEN originals—art which, as a rule, will only be of the highest caliber.

"Great art hooks readers," Alessi says. "Great stories keep readers. Once you've given them great art and great stories, you have a responsibility to keep doing things at that level."

Hillsman knows the staff can fulfill that responsibility.

"As a professional, you know if something's gonna work or not. This is gonna work, and I love that feeling," he says. "It's kind of like when you saw the commercial for *Star Wars*. You were so excited you didn't even have to see the movie—you knew it was gonna kick ass.

"It's that feeling."

SCION'S BRON

Wanna see more photos of Staff Writer Chris Lawrence's trip to CROSSGEN's Tampa headquarters? Go to wizardworld.com.

SOUTH BY SOUTHWEST CONFERENCES + FESTIVALS / MARCH 10-19 / AUSTIN TEXAS

SXSW2000

JIM BEAM

CIRRUS LOGIC®

THE AUSTIN CHRONICLE

Register for a **PLATINUM PASS** to attend all three SXSW events.

"No event can top the conference's successful flair and its ability to mix mediums. **Interactive, music and film** flow together in panels, screenings and the well organized trade show. And as these industries mingle, new ideas spark."
–Indiewire

SXSW HEADQUARTERS
PO BOX 4999
AUSTIN TX 78765
512/467-7979 tel
512/451-0754 fax
SXSW@SXSW.COM e-mail

film
MARCH 10-18

interactive
MARCH 11-14

music
MARCH 15-19

SXSW

listen.com
Search_Hear

> EVENT INFORMATION
> REGISTER TO ATTEND
> MARKETING OPPORTUNITIES
> WWW.SXSW.COM

JU

Following his acrimonious dismissal from 'Superman,' **DAN JURGENS** hammers his way back into the spotlight with the mega-hit **'TOMB RAIDER'** and a revived **'THOR'**

THE WIZARD Q&A

BY CHRIS HUTCHINS

WITH ADDITIONAL REPORTING BY MIKE COTTON

The Marvel Universe has Captain America. The DC Universe has Superman. Minnesota has... Dan Jurgens?

That's right, Dan Jurgens. Or at least that's the way it seems to a reporter stranded at the Twin Cities International Airport, who's cold, wet, out of cash...and a little embarrassed he has to call his interview subject, the 18-year comic vet, for a ride. Sure, the 40-year-old Jurgens' forest-green Lexus doesn't look like the Batmobile, and his handshake doesn't crush your hand like Superman's would, but when the writer/artist pulls up with a warm smile and says "Let's get some lunch. My treat," you know you're riding with a hero.

Sure, he killed Superman over seven years ago, and revamped DC Comics' continuity with *Zero Hour* two years later. Sure, he's the writer who recently put the lightning back into Marvel Comics' popular *Thor* title. He's now taken over writing duties on Top Cow's mega-popular, sales-smashing *Tomb Raider*, in addition to *Captain America* and *Aquaman*...and is juggling a few mini-series, too. Needless to say, he's doing well for himself (he does drive a *Lexus*, after all). But meet the real Jurgens: A guy who buys lunch for a complete—and desperate—stranger.

After grabbing lunch, it's off to his beautiful brick home in the suburbs outside Minneapolis. On the wall in Jurgens' studio is a framed page from *Superman* #75, the issue where "The Death of Superman" storyline hit critical mass. The page seems to almost be a reminder of the 12 years Jurgens spent on Superman before his unceremonious dismissal (See page 40 for more on how Jurgens left Supes). A sleek, spartan desk and drafting table dominates the middle of the room. Despite his workload, there's not much on it. "I can't stand a cluttered workplace," Jurgens admits. "I have another room for the 'crap'—the comics and the art. But in here,

DAN RGENS

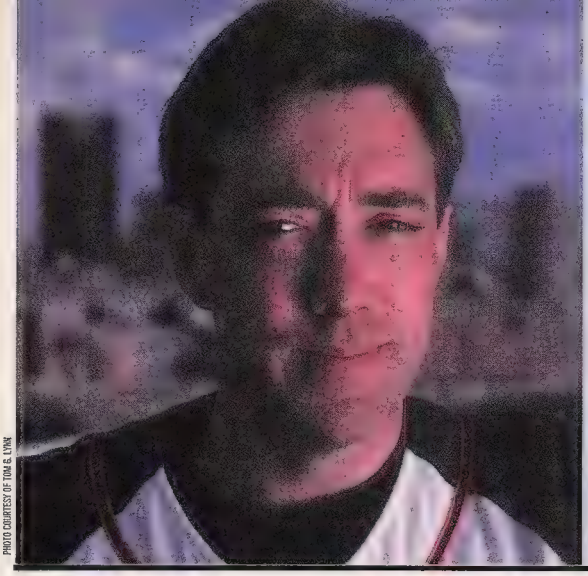


PHOTO COURTESY OF TOM R. LYNN

VITAL STATS

NAME Dan Jurgens
OCCUPATION Comic book writer/artist
BORN June 27, 1959 in Ortonville, Minn.
BASE OF OPERATIONS Edina, Minn.
CAREER HIGHLIGHTS Started his comics career penciling DC Comics' *Warlord*, but soon landed a writing/drawing gig on *Booster Gold*. Since then, he's killed and resurrected Superman, wrote and drew *Sensational Spider-Man* for Marvel Comics and rearranged DC continuity with *Zero Hour*. He also created DC's Tangent Universe and was tagged as ongoing writer on *Thor* a year and a half ago.
IS HE GONNA KILL CAPTAIN AMERICA? Jurgens, the man who killed Superman and Thor, laughs. "You're gonna get that when you have a reputation like mine. But Thor could die [again], and you could do the next three years of Thor's adventures in Hel. You can't quite do that with Cap. So no, I'm not going to kill him."

everything has to be clear."

Clear enough to break out a bottle of A&W root beer and start the interview. He chats about the satisfaction of working on *Cap* and the challenges of *Aquaman*. And then Jurgens pauses the conversation to give Cork, the family cat, the boot as it jumps on the desk and starts drinking out of a glass of root beer.

After the interview, Jurgens offers to spot the reporter some cash, which is declined.

"All right," he replies. "But if you need anything, call me."

Spoken like a true hero.

WIZARD: You live in Minnesota, home of Governor Jesse Ventura. What's it like having a former pro wrestler as a governor?

JURGENS: Well, I think he's a kook, so it's pretty kooky. [*Laughs*]

So you voted for him?

[*Laughs*] No. I think he's totally irresponsible. But I'm also a bit of a political junkie, so he makes for good entertainment.

You've entertained comic fans for years as a writer/artist. But the bulk of your work these days is writing. What's up?

It never happened by design; it's something that sort of happened. Certainly in the case of something like *Thor* and *Captain America*, one of the attractions—besides the characters themselves—is working with the artists on those books. Working on *Thor* with J.R. [penciler John Romita Jr.] is a dream. He's phenomenal. When Marvel called me about *Cap*, one of the major enticements was working with Andy Kubert, whose work I respect greatly.

Now you're working with young, hot artist Andy Park on *Tomb Raider*. Do you ever feel overshadowed?

I don't feel overshadowed, but if I did it would be a good thing [*laughs*]. If one aspect of a job that you're doing is the overwhelming nature of the characters' popularity, I think that's a good thing. If I'm overshadowed by an artist doing a great job, that's a good thing. So if that happens, it's a problem I welcome.

Any chance of you drawing an issue of *Tomb Raider*?

Sure, but right now I think Andy's doing a brilliant job and he's got a great and well-defined look for the character. It's not that I'd want to step in, but I could fill in. I'll be doing the cover for issue #5.

What's it like working on a video game-turned-comic like *Tomb Raider*?

A property like Tomb Raider is popular, but also one that's fairly undefined. If you inherit a Thor, Cap or Superman, those are properties that have been in existence for a long, long time. So you familiarize yourself not only with the character but everything that goes with them. With Tomb Raider, it's a fresh property people get excited about. You can add a lot to it and sort of sculpt it the way you see fit.

Did you know it was going to be the hit it is today? I mean, it was the best-selling book of the year.

I expected it to do well, but one of the things of being on the creative side of this business is that when you expect something to be popular, that's when you get kicked in the knees. And if you just do something and figure no one will see it, then it takes off. You never figure that out in advance.

But you've got to make a ton of money off of this, right?

[*Pause*] As with all comic publishers, there is a situation where you work for page rate, and then if the book does well, there is a royalty or incentive arrangement as well. We do have something like that in place on *Tomb Raider*, and that is one of those things I never talk about in print.

Really?

Just call me and I'll send you my W4 and 10-99 tax return papers [*laughs*].

What are your two favorite things about Lara Croft?

Boy, that's a tricky one. If I was to be serious and not at all flippant about it, which I will be, I like her background for one. The fact that she comes from a wealthy family frees you up from

POP A CAP Andy Kubert's sketch of the anti-Captain America: Protocide.

other stuff. If you do Superman, Clark Kent has to go to work at the *Daily Planet*. With Lara being a very independently wealthy woman, you have the ability to…well, say, she's on her yacht and you never have to explain where it came from. So I like that and her independence.

Have you ever played the Tomb Raider game?

Yes, I've played *Tomb Raider 2*. But I'm not real adept at it [*smiles*]. It was like, "Wow, I wish I were 12 again!"

Any other games you want to convert into comics?

I'm still trying to bring *Ms. Pac-Man* to comics [*laughs*].

You brought *Thor* back from cancellation.

To me, the secret to making Thor work is balance. If it's "The Adventures of Thor on the Planet Earth," he's no longer unique. To me, we have to see enough of Asgard to say, "Wow! That's a cool place!" and at the same time we have to have enough of the world outside our window—through the Jake Olson character—that we can relate to. If you can achieve that balance, everything else should fall into place. [*EDITOR'S NOTE: Jurgens created Olson, Thor's paramedic alter-ego, when the book was relaunched.*]

We just saw Thanos, too. What's up next?

My first year on *Thor* was to reintroduce people to Thor. My second year was to reintroduce people to the scope of Asgard and Thor's buddies. We've dealt with new characters and the [1960s] Jack Kirby era of characters, and now we'll delve into the [1980s] Walt Simonson era of characters. We'll also deal with a character named Malekith who showed up during Walt's run on *Thor*. He'll raise havoc in Thor's life for awhile. I'm trying to bridge all the eras and bring them together. Also, the chances of seeing Beta Ray Bill again are getting better and better.

John Romita Jr.'s leaving *Thor* this spring. How do you feel about losing him?

He brought such definition to *Thor*, I hate to see him go. And I really mean that. What J.R. did on *Thor* is very difficult and very few people have done it. Without copying the Kirby look, he managed to bring the grandeur and scope of Kirby to the book. There aren't many people who could do that.

Any chance of you pulling double duty as writer and artist?

That's one of the things I'll try to work out. Maybe.

Besides *Thor*, you've also got *Captain America*. He's a very well established character. What's your take on him?

I don't think my take on him is radically different from the way [former writer] Mark [Waid] wrote him. To me, Cap symbolizes what we can achieve in our best moments, certainly as a society. Unlike most heroes, he is a living symbol. I believe Cap is charismatic, inspirational. I believe he has this quiet confidence and noble stature that draws people to him.

What're your big plans for Cap?

We'll be going to the Savage Lands after we're done with the three-issue Hate-Monger story. So Andy'll get another chance to draw Ka-Zar and dinosaurs and all that, which takes us up through issue #30. After that, we'll have a story that reconciles some of the relationship issues between Sharon Carter and Cap. Down the road we even have Jerry Ordway stepping in to draw what I think is a special

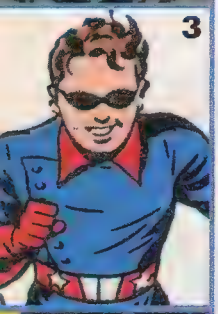
FIRED UP Jurgens' *Thor* and *Tomb Raider* shot up in sales and he hopes *Cap* hits the mark.

DAN the TORPEDOES

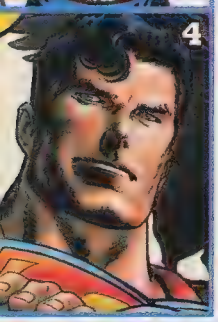
Dan Jurgens may be a nice guy…but don't think that means he doesn't have opinions on comics and his career. Here's what Jurgens dropped:

ON DC'S SCHIZOPHRENIA (1) "It struck me as strange that there was a schizophrenic philosophy in regards to the Titans and JLA. When I went in to do *Teen Titans* [in 1996], I said it needs to have Donna Troy and Nightwing as the cornerstone. They're like the Cyclops and Jean Grey of the Titans. But the mandate was *Teen Titans* with 'ALL-NEW' characters, stuff that won't relate to the past. And I gave them new Titans. It didn't work out, so then they did a book with the cornerstone members. With *JLA*, which was relaunched not long after we did *Teen Titans*, it was, 'Let's get it back to the most powerful members of the DCU.' I think they went in two different directions."

ON CREATING JAKE OLSON (2) "The beauty of a dual identity is it gives you two facets of that character to mess with. People think secret identities are corny. Maybe. But you know what? It gives you a lot of possibilities worth exploring."



ON DC'S SILVER AGE HEROES "In general, DC has moved many of its characters far away from their cores. Hal Jordan [Green Lantern] is dead [and now the Spectre], Barry Allen [Flash] is dead, Hawkman is dead, you can go down a list. One of the things that attracts me to Aquaman is that he's one of the few Silver Age characters left intact."



ON CAP'S SIDEKICKS (3) "I love Bucky. I love the Falcon. But when you have Cap with a sidekick for too long, he just loses himself. This 'Spirit of America' thing can only belong to one man."

ON DC'S HYPERTIME "The positive of Hypertime is it opens up creative options. The negative is it's so wide open, it needs to be policed. I think Hypertime could lend itself extremely well to something like *Legion of Super-Heroes*, because with anything that's in the future, you can sculpt that to be whatever you want it to be. It would have a good application there."

ON HIS LAST ISSUE OF 'SUPERMAN' (4) "When I was done doing my last issue [*Superman* #150], I sent it in. You get no phone call from anybody. There's no mention of it. In other businesses, they take you out and say, 'Thank you! Here's that silver watch' or whatever it is. Here, you send in your last script and they don't even call you to tell you they got it. The only way you know it got to the office is you get a check." ■ CH AND MC

issue. In #25 we saw Cap meet Private Klein, a private he fought with in the Battle of the Bulge [during World War II]. Cap remembered him. In #32 we'll see that adventure.

We also saw the Falcon in issue #25. Will he be Cap's partner?

I see Cap as having a couple of different partners. I think Cap works well alone, but he also works well with others. There're not many characters who can do that equally well. What I want to have is a dynamic where Cap could have a partner one month, and it might be Sharon, and the next month it might be Falcon or the next month it might be Nick Fury. I like the interplay between those characters because it's different. Cap and Nick share a very special bond. They're products of the same era. What makes it different is Cap was frozen in an iceberg for a time, and Nick lived and saw changes as they occurred.

Will Sharon Carter still be around?

Yes. I think Mark brought the drama between Cap and Sharon to such a head that you have to deal with it. One of the reasons she will stay in the book is because S.H.I.E.L.D. is going to have a greater role in the book, primarily because of Nick Fury. I've always loved Nick Fury as a character anyway. I love the concept of S.H.I.E.L.D.

Are we going to see more of the Red Skull?

No, we need to find some other villains. I'm going to be introducing some new villains. One of them is named Protocide, who is really intended to be Cap's opposite number. We're also introducing a new female character named Vigil.

What's the new villain like?

Protocide will hopefully be a defining villain for Cap. Heroes are always defined by their villains, and this one is a new character who I think will define Captain America—and Cap'll define him. I won't say much more about him because there are a lot of surprises coming. He'll be very important.

How do you make a third-tier book like *Aquaman* important?

I think Aquaman needs a facelift. Aquaman is a leader of a free nation. Aquaman has to be seen not as a joke, but as a king. Right now, he doesn't look like one. I hate the hook, I hate the long hair and I hate the beard. He looks like a demented, underwater Charles Manson. I think my Aquaman is a guy who has this cool combination of a jet and a submarine—it's like Air Force One times 10—that takes him to the U.N.

So he'll be a stronger character?

It's weird. At Marvel, Sub-Mariner and his Atlantis have been much more a part of the Marvel Universe than has Aquaman and his Atlantis. I'm trying to change that. *Aquaman* #63-#69 has Tempest tell a story to his granddaughter in the future of what happened in 1999 in Atlantis. And what happened with Aquaman. We're showing just not what Atlantis is now, but the promise Atlantis holds for the future. I'm determined to make it a much more vital place in the DC Universe.

Let's talk about your other DC project, January's *Titans/Legion of Super-Heroes: Universe Ablaze* mini-series. What's this all about?

This is an effort to do a team-up without doing time travel. In it, the Legion comes across some cryogenic equipment. They open it up, and the Titans are there—frozen for a thousand years, from an adventure some time in our immediate future. So they go off and have an adventure together.

Was it hard to match these two teams up?

[*Laughs*] It sure as hell is! And it's a helluva lot of characters to draw.

Now that you've gotten to do the Titans again, would you like to try Spider-Man again?

I'm not sure I've ever done Spider-Man [*chuckles*]. [*EDITOR'S NOTE: Jurgens wrote and penciled the first seven issues of* Sensational Spider-Man *(#0-#6) starring the controversial Spider-Clone, Ben Reilly.*] That was during the Clone stuff, and obviously we had two Spider-Mans and two Peter Parkers running around. To a certain degree, I feel I've never done Spider-Man. So would I like to? Sure I would, absolutely.

So be honest. Who's harder to work with artistically: Andy Kubert or Dan Jurgens?

Oooooo, uh…probably Dan Jurgens [*laughs*]. When Dan Jurgens the artist and Dan Jurgens the writer disagree on something, it's just an awful sight. Even now Dan Jurgens the artist berates Dan Jurgens the writer for even *thinking* about doing something like *Titans/Legion*. It's just too many characters!

Wanna read more about Kentucky-based writer Chris Hutchins" horror story at Twin Cities International Airport? Go to wizardworld.com and feel his pain.

SAMMY SOSA
DAVE JUSTICE
MARK McGWIRE
BARRY BONDS
MIKE PIAZZA
KEN CAMINITI
KEN GRIFFEY, JR
RANDY JOHNSON
GREG MADDUX
CHAN HO PARK
HIDEO NOMO
ROGER CLEMENS
CAL RIPKEN, JR
BARRY LARKIN
DEREK JETER
ALEX RODRIGUEZ
JEFF BAGWELL
SAMMY SOSA
DAVE JUSTICE
MARK McGWIRE
BARRY BONDS
MIKE PIAZZA
KEN CAMINITI
KEN GRIFFEY, JR
RANDY JOHNSON
GREG MADDUX
CHAN HO PARK
HIDEO NOMO
ROGER CLEMENS
CAL RIPKEN, JR
BARRY LARKIN
DEREK JETER
ALEX RODRIGUEZ
JEFF BAGWELL
SAMMY SOSA
DAVE JUSTICE
MARK McGWIRE
BARRY BONDS
MIKE PIAZZA
KEN CAMINITI
KEN GRIFFEY, JR
RANDY JOHNSON
GREG MADDUX
CHAN HO PARK
HIDEO NOMO
ROGER CLEMENS

Baseball's Top Athletes are now the

WORLD'S Greatest comic book SUPERHEROES!

$3.95 EACH

ULTIMATE SPORTS ENTERTAINMENT

GO BEYOND THE GAME U·S·E

COMING TO A COMIC STORE NEAR YOU DECEMBER '99!

Ultimate Sports Entertainment • 2444 Wilshire Blvd. #414 • Santa Monica, CA 90403

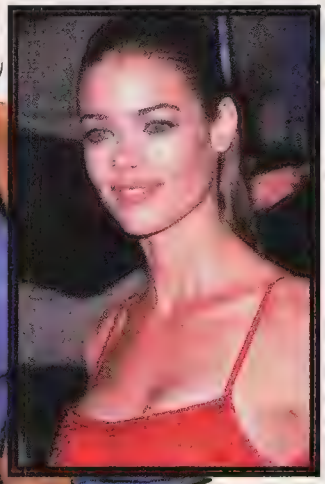
Major League Baseball trademarks and copyrights are used with permission of Major Leauge Baseball Properties, Inc. © MLBPA Official Licensee of Major League Baseball Players Association.

CASTING call

MICHAEL TURNER casts the FATHOM MOVIE!

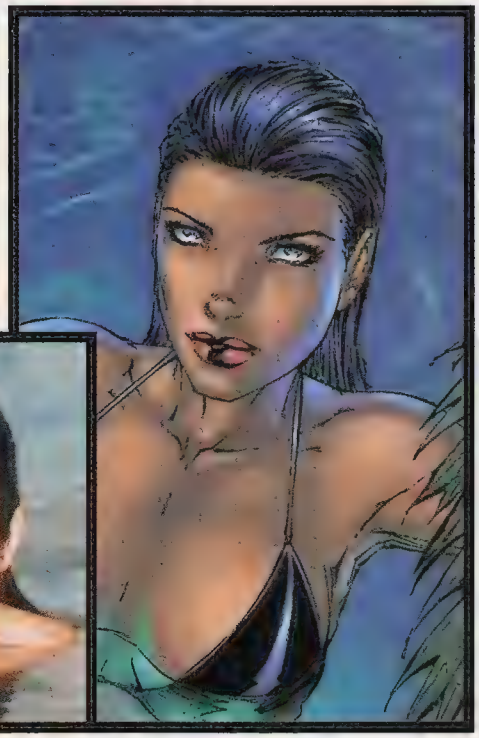
Oh sure, it sounds easy enough. Just get some hot chick in a bikini, a few guys who can swim and—BANG!—you've got yourselves a "Fathom" live-action movie. But it's not so simple. While the upcoming Fathom animated movie will rely on great art, this live-action stuff needs just the right people to fill out those thongs. In the first storyarc, Aspen Matthews discovered she was a member of a mysterious undersea race—and had to stop the evil Killian from destroying mankind. Who can bring those first nine issues of Fathom (along with your libido) to life? Take a gander...

BY MICHAEL TURNER



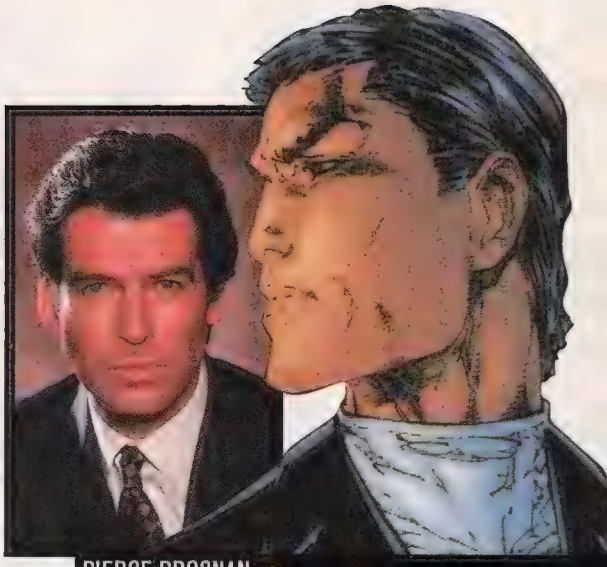
DENISE RICHARDS as ASPEN MATTHEWS

If you've seen "Wild Things," then you know Denise Richards was born to play Aspen. Just watch her rise out of that pool towards the end of "Wild Things," and your swim trunks get a little tighter. She's all wet and hot...uh...let's just say she has all the right "assets" to play our heroine.



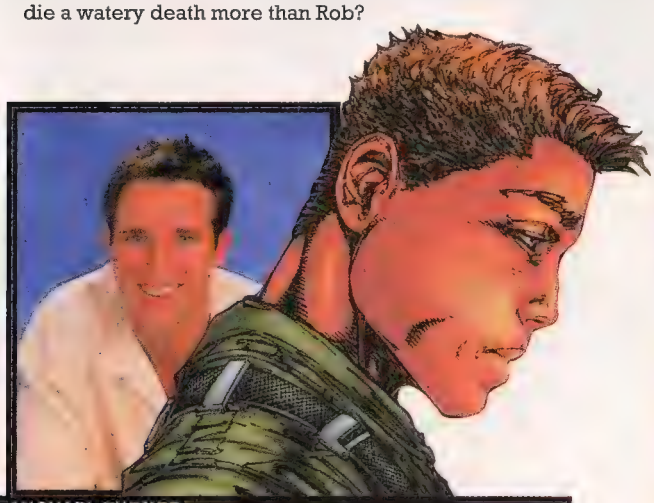
ROB LOWE as
JACK GREGORY

Who does cocky and arrogant better than Rob Lowe? Just watch his swagger on NBC's "The West Wing," where he plays a White House communications director. Plus, who do people want to see die a watery death more than Rob?



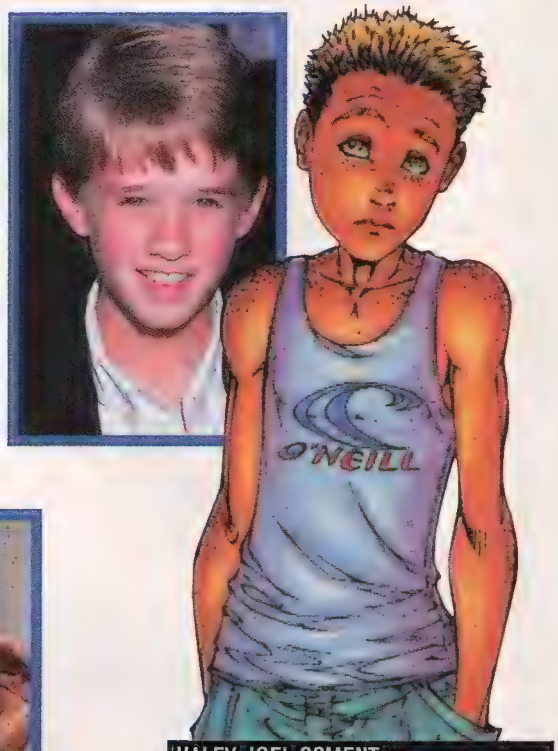
PIERCE BROSNAN as
CANNON HAWKE

Cannon serves as a liaison between the Japanese and Americans and has the look of a mysterious, secret-agent type. So, who's better suited to play a secret agent than current James Bond Pierce Brosnan ("The World Is Not Enough")?



MICHAEL TURNER as
CHANCE "JOKER" CALLOWAY

Hey, Todd McFarlane cameoed as a street bum in his "Spawn" movie. I'll go him one better by casting myself as Chance, the impulsive Navy pilot. This is a perfect shot for a love scene with Denise. Do I hear "multiple takes"?



HALEY JOEL OSMENT as
CAMERON

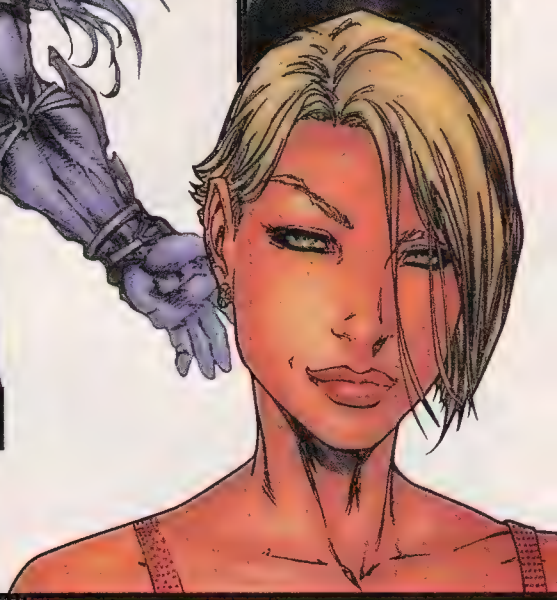
This lovestruck surfer kid can't just be a cute little boy, he's got to be able to act, too. Who better to play him than the child star of "The Sixth Sense?" Put this kid on a surfboard and he's got the part, no problemo, man.

R. LEE ERMEY as
ADMIRAL MAYLANDER

Admiral Maylander's one tough-as-nails Navy man, and nobody plays hardass better than R. Lee Ermey from "Full Metal Jacket." As Gunnery Sergeant Hartman in that flick, he drove recruits to the brink of insanity; in "Fathom" he'd drive the world to the brink of war.

JASON SCOTT LEE as
KILLIAN

Killian leads the undersea race, but more than that, he's one fine lookin' man. He can't just be all machismo, though. He's got a dark side, and with a white dye job to his hair, Jason Scott Lee ("Dragon: The Bruce Lee Story") could pull it off nicely.

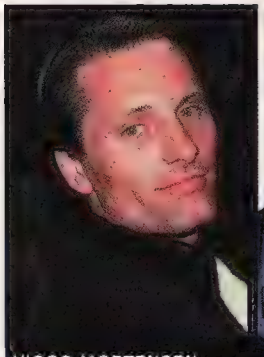


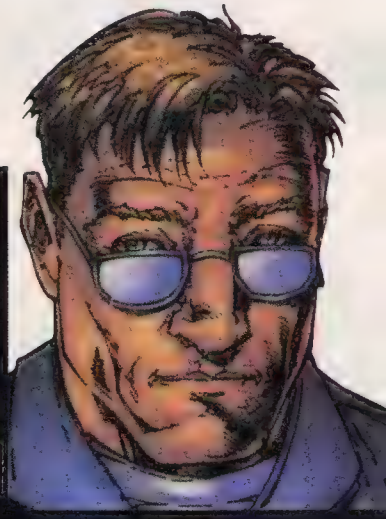
GWYNETH PALTROW as
TYLER KINCAID

It may be something of a bit part, but yummy Gwyneth Paltrow ("The Talented Mr. Ripley") has the right look to play Aspen's "Hard Copy"-esque reporter roommate.

LUCY LIU as
AKIKO NIGATA

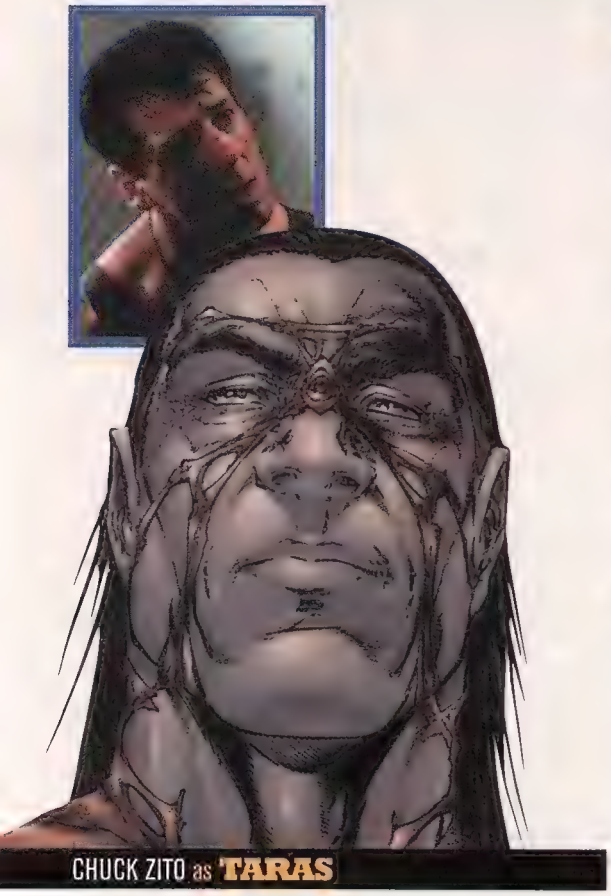
As a tough little cookie in "Payback," Lucy Liu blew me away. She's hot, and perfect to play Akiko.





VIGGO MORTENSEN as
CHRIS CALLOWAY

In "G.I. Jane," Mortensen was one tough-ass Navy guy, and as Chris Calloway he'd have that same style—mixed in with some serious angst, because his poor eyesight prevents him from being a pilot like his little brother, Chance.



CHUCK ZITO as TARAS

If you've seen Hell's Angel Chuck Zito on HBO's hit "Oz," then you know he can play a good right-hand man. As Taras, Killian's flunky, Zito wouldn't just look tough—he'd kick some serious undersea ass.

THE UNKNOWN

CGI all the way. This being of unknown origin and power couldn't be captured by a normal actor, so we'd have to go with computer-generated imagery (as in "The Abyss," below).

QUIET ON THE SET!

SECONDLAP

DIVE RIGHT IN FOR A SEQUEL

Hey, everybody loves a sequel.

Fans love 'em even more when they know they're going to see some hot chicks in it. Michael Turner's still sketchy as to where *Fathom* the comic is headed next, but one thing's pretty clear—future storyarcs'll be much shorter than the nine-issue epic just completed, so basing a movie on the upcoming comics may be out. But a TV movie could be in the cards.

Also in future issues, Turner says guest stars and cameos are a must. The artist/super-pimp admits Aspen's underwater race may have been down in Davy Jones' locker a long time, so there are relics o' plenty down below in need of recovering. Who better to swim her cute li'l butt down there to get them than Lara Croft of *Tomb Raider* fame? There might even be a cameo by Sara Pezzini, wearer of the Witchblade. Three hot chicks in bikinis? This thing's got "Episode II" beat! (For more on the Fathom/Witchblade/Tomb Raider crossover, see our "First Look" feature on page 38.)

A "Fathom" sequel could turn into the sci-fi tale of 2000. The flick would focus more on Aspen's powers and piece together the secrets of the little vixen's lost memories. We might even find out if she's a...dare we say it? Alien! Speaking of aliens, one of Turner's dream projects—a Fathom/Witchblade/Aliens/Predator crossover—may get optioned by Hollywood. But are fans really ready for such a massive Top Cow/Dark Horse crossover? We are. With blood, battles and broads, it can't go wrong.

Finally, to get all these "Fathom" sequels right, we'll need great underwater directors like James Cameron ("The Abyss"), Barry Levinson ("Sphere"), or, dare we say it...Steven Spielberg ("Jaws")! If all that doesn't whet your appetite for a sequel, how about a title like "Fathom: Damp Damsels"? Yeah, we thought so. ■ **MIKE COTTON**

TURNER IN CHAIR PHOTO BY MIKE COTTON, DENISE RICHARDS, HALEY JOEL OSMENT, ROB LOWE PHOTOS © JEFF SLOCUMB OF CORBIS OUTLINE. PIERCE BROSNAN, JASON SCOTT LEE, AND "WILD THINGS" PHOTOS © FOTO FANTASIES. CHUCK ZITO, GWYNETH PALTROW, "THE ABYSS", R. LEE ERMBY AND LUCY LIU PHOTOS © EVERETT COLLECTION. VIGGO MORTENSEN PHOTO © GERARDO SOMOZA OF OUTLINE. TURNER PHOTO BY PAUL SCHIRALDI.

'X-MEN' LEAVES CANADA IN RUINS

Train station wreckage highlights movie filming

Police cars lay wrecked in a pile.

Helicopters swooped through the Canadian skies.

A smoldering ruin remains of what used to be an old Hamilton train station.

Without a doubt, the X-Men are doing their best to destroy Canada.

Okay, so it's not real devastation, but the film version of Marvel's mutant superheroes are certainly leaving a wake of fictional destruction wherever filming takes them. Some other scenes currently being shot include:

- A concentration camp flashback somberly staged outside a distillery in downtown Toronto.
- A basketball court sliding silently open, allowing a soon-to-be digitized "Blackbird" jet into a secret subterranean bay in quiet, suburban Parkwood.
- And then another, apparently climactic battle scene, amid the debris of a shattered Statue of Liberty, shot by a lake in nearby Burlington.

Yes, fanboys, with filming in full swing, there's plenty of action brewing in the Great White North surrounding the "X-Men" movie set.

Marvel Films President and "X-Men" producer Avi Arad has been a pretty constant presence on the set, and he couldn't be happier with the way things are progressing.

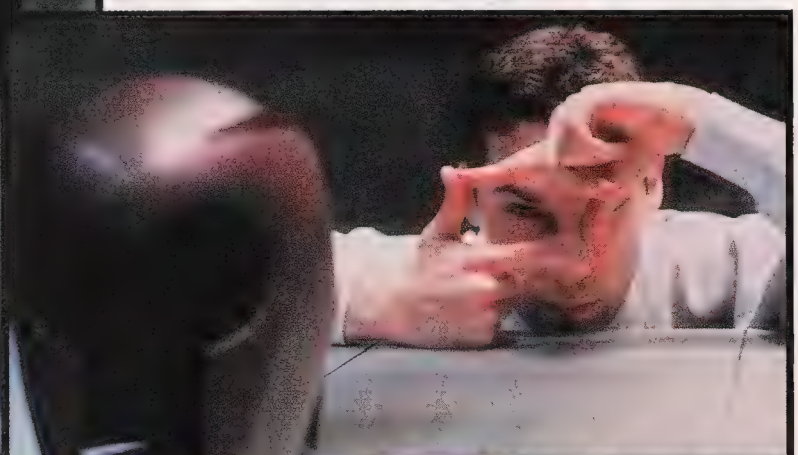
"I try and be there at least once every 10 days," Arad said. "I see dailies twice a week. I'm totally elated.

"The thing that turns me on the most about this is the level of acting we're getting out of this movie," Arad continued. "You just look at the power of a guy like Ian McKellen as Magneto. And Patrick [Stewart] is...he was always meant to be Xavier. But that's what Bryan does for the actors. He does movies that have depth and intellect and in between, there's more ass-kicking than you can imagine."

And there's plenty going on behind the scenes as well.

The release date for the film has been pushed back twice, and it will now apparently open July 14. But it would be unfair to try to read too much into this—given the level of mid-summer competition, this could

METAL MAN Ian McKellen's Website blasts critics that say Magneto's appearance invokes Nazism.



HEAD CASE Director Bryan Singer's movie will have altered costume designs, as evidenced by Magneto's helmet.

X-MEN PHOTOS BY ATTILA DORY © 1999 TWENTIETH CENTURY FOX; ROMULUS STARKS PHOTO © LANCE STAEDLER/OUTLINE

just as easily be construed as a vote of confidence.

Likewise, the apparent decision to pull the early "X-Men" trailer from the mid-December release of Robin Williams' "Bicentennial Man." "They didn't feel they had the right visuals," confides one industry insider. "Although I've gotta say, from what I've seen, it's going to look pretty awesome."

The primary subject of all this speculation lies in the nature and appearance of the new X-Men costumes. Though much of this information would seem to conflict, this is likely due to the fact that the characters are going to have multiple looks that will change over the course of the film.

One look which we definitely won't see is the original blue-and-yellow Wolverine outfit: "Yellow looks like sh-- on film," a production source has been widely quoted as saying.

Evidently, though, some attempt has been made to at least evoke established X-looks. Hugh Jackman sports apparently almost all sideburns in a slightly slicked-back variation of Wolvie's trademark fly-away hair. Speaking of hair, there are conflicting reports as to whether Anna Paquin's new 'do will include that familiar Rogue-ish white streak.

However, Rebecca Romijn-Stamos' Mystique appears naked, naked, naked in head-to-toe blue body paint, scaly bits clustered conveniently to cover her unmentionables.

One initial, shared look for Famke Janssen and James Marsden as X-couple Jean Grey and Scott Summers—and possibly a kind of generic uniform look for the group as a whole— has been described by insiders as "very cool, very 'Matrix'-y, lots of black leather, rubber and buckles."

Other tidbits concerning X-wardrobe: Stewart's Professor X dresses in Richard Tyler suits; Mane's Sabretooth is a walking trench coat with fur; and McKellen's Magneto, apparently, has two distinct "looks," one reportedly somewhat "neo-Nazi."

Despite the differences in costume look from the comics to the film, Arad gushes over how the actors look.

"The costumes look absolutely terrific," Arad said. "You're not going to see a yellow-and-blue Wolverine, because you can't do that in live action. You will see a highly stylized, interesting look for all of them.

"Halle Berry [Storm] is...what can I tell you, she's a feast for the eyes," Arad went on. "Rebecca, Mystique, is just 'Wow!' And Sabretooth will scare the sh-- out of everybody."

Some fans skeptical about the costume changes may want to check out some comments that McKellen made on his own official Website (www.mckellen.com) to respond to Internet fans' constant griping and complaining.

"There is nothing...about Magneto's appearance which invokes the Third Reich, and I have been puzzled by my correspondents' concern that somehow I intended to interpret Erik Lenscherr [as he once was called] as a Nazi sympathizer," the Webpage reads.

McKellen then invites the reader to read his introduction to the published screenplay of his own, quite brilliantly fascist film version of Shakespeare's "Richard III."

"The vituperation against the modernity of ["X-Men" costumer] Louise Mingenbach's designs is misdirected," McKellen went on to say. "She is following the vision of the director and the producers with, of course, the enthusiastic approval of Marvel Comics.

"I challenge any of the fanboys to name a living actor who possesses the cartoon torso of the original comic strip character.

"I have no time for those constipated purists in the arts who think that there is only one way of telling a story. Would they really want the movie script to follow the over-explanatory, monosyllabic dialogue of the comic strip?"

And one last unconfirmed rumor wafting from the set: Wolverine pokes Rogue—but not in the way you think.

Reportedly, there's a scene in which Rogue sneaks into Wolverine's bedroom, and ends up getting herself accidentally gored by the surprised, still-sleeping mutant. It apparently turns out okay, though, since at the same time she also manages to absorb enough of his mutant healing powers.

Still, that's gotta hurt! ■ **ROB SALEM**

LOOSELIPS

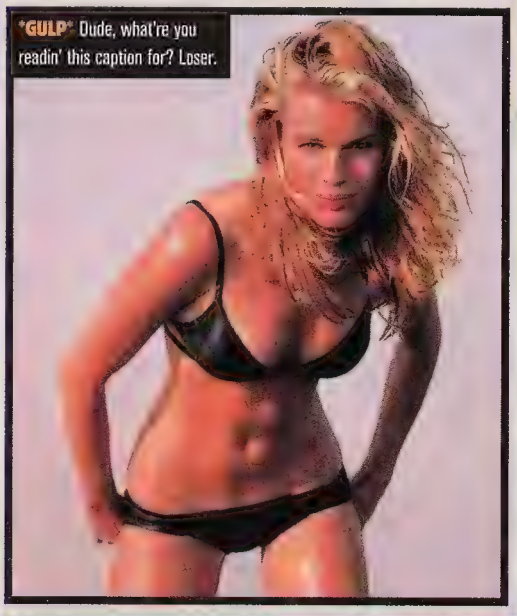
BABES, BABES, BABES

In a recently published interview, Rebecca Romijn-Stamos–who plays the shape-shifting assassin Mystique in the upcoming "X-Men" movie–talked a bit about the grueling makeup process she undergoes for the role:

"It took about 14 hours to do the body painting for *Sports Illustrated*," says Romijn-Stamos. "Something tells me they were like, 'She's got the patience, she can do it!'

"[Director] Bryan Singer is so secretive. He doesn't want anybody to know about my costume," she adds. "I will say that it's a combination of prosthetics, makeup and dye; it takes 10 hours to apply it, two hours to take it off, and when I'm done I can't get all the blue off my fingers and toes."

Wizard has said it before, and will say it again: The makeup guy on "X-Men" has the greatest job in the world. ■



GULP Dude, what're you readin' this caption for? Loser.

FROM BOY WONDER TO WEB-HEAD?

O'Donnell linked to Spidey; script surfaces to mixed reviews

Could Robin be the new Spider-Man?

Having donned tights for 1997's "Batman & Robin," actor Chris O'Donnell has been rumored to be fitted for web shooters, slinging into the lead of the upcoming Spider-Man movie.

In fact, one Website recently "caught" O'Donnell running down the halls of Sony Pictures, yelling "I am Spider-Man, I am Spider-Man!"

Not so fast, says Marvel Films President Avi Arad.

"That was ridiculous," Arad said of the Internet rumor. "Those responsible even apologized and denied it."

Wild casting rumors aren't the only stories swirling around the film, tentatively scheduled to swing into theaters in 2001. Rather, the rumor mill's kicked into overdrive, spitting out a conspiratorial list of guesses, hopes and hunches dealing with a number of web-related fronts.

Directors like the red-hot Wachowski brothers ("The Matrix"), Roland Emmerich ("Independence Day") and Barry Sonnenfeld ("Men in Black") have all reportedly been offered a chance to grab the directorial reins, and early reports say the script by screenwriter David Koepp ("The Lost World") has supposedly met with mixed reviews.

Not true again, Arad says.

"I think the script is very good at this point," Arad says. "It's a blueprint of where the movie will go."

That blueprint was originally laid by director James Cameron, who spent most of the last decade pining for the chance to make a movie based on the exploits of Marvel's wall-crawler. The director, who won an Academy Award for that little-seen flick about the sinking boat, wrote a 57-page script treatment ("scriptment") for the film that updates the origin of ol' Web-head and has him battling some bad guys with familiar powers.

The two villains in Cameron's scriptment were a millionaire industrialist with the power to control electricity (like Electro, though he's not Electro) and an ex-con who can transform into sand (*á la* the Sandman.)

While he wouldn't confirm whether those villains appear in Koepp's screenplay, Arad did admit the current script is based on Cameron's treatment.

"But don't forget that James Cameron's script is based on Spidey's origin...it's all tied together," he says. "Jim had a take that we all liked and David put his own spin on it.

"This is a collaborative effort."

Ironically, that collaboration no longer involves Cameron, who took his writing and directing talents off the table during the long-running Spidey-centric legal battle between MGM, Sony and Viacom. After Marvel and Sony reached a deal last year, Sony filled one half of the Cameron vacancy by tapping Koepp to pen the script.

And while directors David Fincher ("Seven," "Fight Club") and Chris Columbus ("Mrs. Doubtfire") are rumored to have the inside track on the director's chair, Arad would only confirm that Sony—the company producing the flick—is searching for a director to bring Koepp's script to life.

"We have a working script," Arad says. "And when the director's on board, we'll complete it."

Whether it's in Cameron's treatment or Koepp's script, the origin of Spider-Man is basically the same—high-school science geek and 98-pound weakling Peter Parker gets bitten by a radioactive spider and develops amazing powers, including heightened agility, the proportionate strength of a spider and his famous "spider sense." After a lapse in judgment results in the death of a loved one, he realizes "with great power comes great responsibility," makes a red-and-blue costume and protects the Big Apple as your friendly neighborhood Spider-Man.

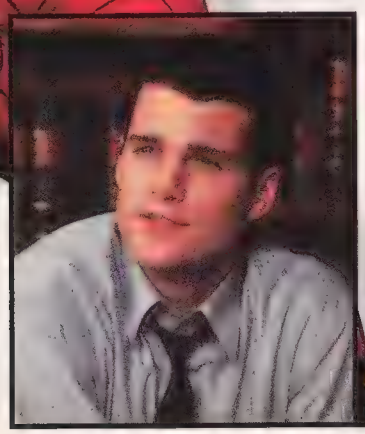
In terms of filling Peter Parker's extracurricular pajamas, there's a crop of young actors who have either been associated with the project or declared an interest in slipping into Spidey's tights.

Professed comic fan Freddie Prinze Jr. ("Wing Commander") lobbied for the role, and Leonardo DiCaprio, Ben Affleck and Jim Carrey have all been mentioned as possible web-slingers.

And Chris O'Donnell?

"Forget that," Arad says.

■ **CHRISTOPHER LAWRENCE AND PATRICK SAURIOL**



JUST BATTY Yeah, like O'Donnell would ever don tights for some superhero film.

THEY CALL HIM 'BRUCE'

New TV show in the works, focusing on a young, non-superhero Bruce Wayne

Forget Batman—Bruce Wayne could be the next big hit coming to the world of TV.

Riding the wave of wildly popular teen-based shows like "Dawson's Creek" and "Roswell," the proposed "Bruce Wayne" show would focus on the weekly adventures of a young Bruce Wayne as he prepares for his crimefighting career while trying to balance his business and personal responsibilities. However, Bruce's costumed persona would remain firmly in the recesses of the Batcave.

Officially, no one's talking about the project, but there're plenty of rumors flying around the Internet about this proposed live-action series. Screenwriter Tim McCanlies ("The Iron Giant") came up with the concept and has written a pilot and series bible, which contains the outline for the show's premise. Right now, the Tollin-Robbins production company (the team who made the hit movie "Varsity Blues") is preparing to shop it around to prospective television networks.

McCanlies is reportedly a huge fan of the Batman mythology, and it's rumored that the proposal and pilot are completely respectful to the established origins found in the early Bob Kane and Bill Finger Batman comics (as well as Frank Miller's "Year One" storyline). In addition to having Bruce face more "reality based" villains (since the criminals in Batman's rogues gallery—like the Joker—don't exist yet), the show would also lay the foundations for major Batman mythology.

Ever wonder how the Batcave was constructed, or how the only good detective in Gotham City was made police commissioner, or how Bruce acquired the skills and resources he needs to prepare for his career as Batman? If "Bruce Wayne" gets picked up, viewers will bear witness to the origins of these events and more. ■ PS

CAPE SIDE Dawson's leary of the new guy in town–a dark, mysterious stranger. Stay tuned!

MARVELMOVIES

SOMEONE GET THE POPCORN

"X-Men" hits theaters in July, and the film debut of everyone's favorite wall-crawler is expected in 2001. But while fans bite their nails waiting for those potential comic-inspired blockbusters, the folks at Marvel's entertainment division are hard at work trying to bring more heroes from the House of Ideas to the big screen.

HULK "We have an amazing script that's just about ready," Marvel Films President Avi Arad says of the screenplay by Michael France ("GoldenEye"). "It's fantastic."

No date's been set for the release of this flick, which almost went into production a year ago under the direction of Jonathan Hensleigh (writer of "Die Hard: With A Vengeance"). No casting decisions were ever made, but Johnny Depp ("Sleepy Hollow"), Jeff Daniels ("Arachnophobia") and Steve Buscemi ("Con Air") were all reportedly being considered to play Bruce Banner.

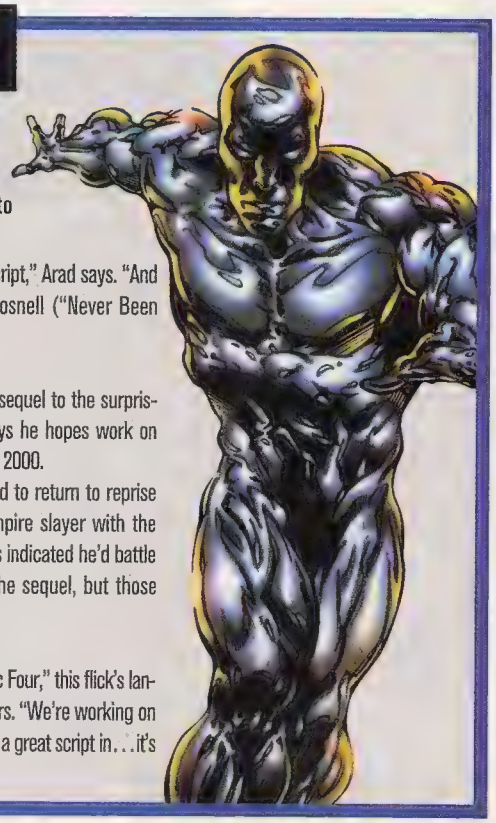
FANTASTIC FOUR This one's been in development limbo for years, but the pace apparently picked up as of late-the screenplay (by "Batman" screenwriter Sam Hamm) has reportedly been given the green light.

"Sam did a great job on the script," Arad says. "And we have a director on it–Raja Gosnell ("Never Been Kissed")."

BLADE 2 The script's in for the sequel to the surprising New Line smash, and Arad says he hopes work on "Blade 2" will get started in spring 2000.

Star Wesley Snipes is expected to return to reprise his role as Blade, the human vampire slayer with the powers of the undead. Early reports indicated he'd battle Morbius, the Living Vampire, in the sequel, but those rumors have since been denied.

SILVER SURFER Like "Fantastic Four," this flick's languished in development hell for years. "We're working on that right now," Arad says. "We have a great script in...it's a first draft." ■ CL



SPIDER-MAN PHOTO BY PAUL SCHRADER. O'DONNEL AND DAWSON'S CREEK PHOTOS COURTESY OF THE ENTIRETY COLLECTION.

ROLL PLAYING

D&D hits screens for Halloween 2000

Fantasy fans, it's time to roll the dice.

After patiently waiting for nearly 10 years, role-playing enthusiasts will finally have their vision of the ultimate sword and sorcery fantasy appear on the big screen. Halloween 2000 marks the feature film debut of Sweetpea Entertainment's "Dungeons & Dragons." With a high caliber cast, state-of-the-art special effects, and a screenplay that stays true to its source, first-time director Courtney Solomon brings the world-wide gaming sensation to the movie-going masses.

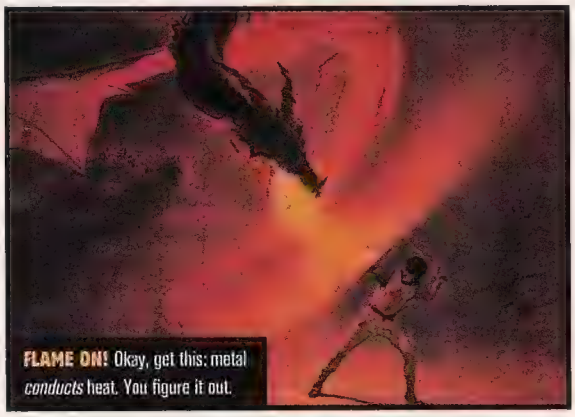
"We've made a good movie, a good story, and good characters, but at its core you've got the Dungeons & Dragons world with all the rules, creatures, and spells you'd expect to see come to life," said Solomon. "Expect to see a Dragon Army battle between Gold and Red Dragons over a 3-D CGI city; expect to see fights with Beholders; expect to see tons of spells and lots of other fun stuff."

While domestic distribution rights have yet to be determined, Warner Bros. is emerging as the front runner thanks to co-producer Joel Silver's strong ties with the studio. Co-written by Solomon, Topper Lilien and Carroll Cartwright, the film stars such Hollywood notables as Jeremy Irons, Justin Whalin, Marlon Wayans, and Thora Birch.

The film follows the quest of young Empress Savina and her attempt at bringing equality for all to her realm. She is challenged by the evil Mage Profion, who wishes to establish his own rule. A war brews on the horizon and the winner will be the one who controls the most powerful dragon army.

Enter the Empress's band of adventurers—two thieves, a dwarf, and an elven tracker. The group sets forth in pursuit of the Rod of Savrille, an ancient artifact that controls the mighty Red Dragons.

And speaking of the title's signature creatures, the director promises not to disappoint. "Our dragons are what I call D & D dragons," said Solomon. "Expect to see them as they haven't been used before." ■ ERIC MORO



FLAME ON! Okay, get this: metal *conducts* heat. You figure it out.

CATCHINGUPWITH...

A FEW WORDS

TIM BURTON

Wizard caught up with "Sleepy Hollow" director Tim Burton–who directed the first two "Batman" movies and was set to helm "Superman"–during a recent press junket, where he commented on his past comic book features.

WIZARD: Is the "Superman" movie with Nicolas Cage dead in the water?

BURTON: It is for me, that's for sure! I basically worked very hard. I made the movie–we just forgot to film it.

What happened?

You'd have to ask Warner Bros. But I think that it wasn't filmed because it was going to be an expensive movie and I think they were a little sensitive because of the bad press that they had screwed up the "Batman" franchise. Because of the corporate environment, all decisions are basically fear-based. So I think one of the aspects that led to their decision was that somehow they were going to f— up another franchise.

Were they scared Cage wasn't the right guy for the part?

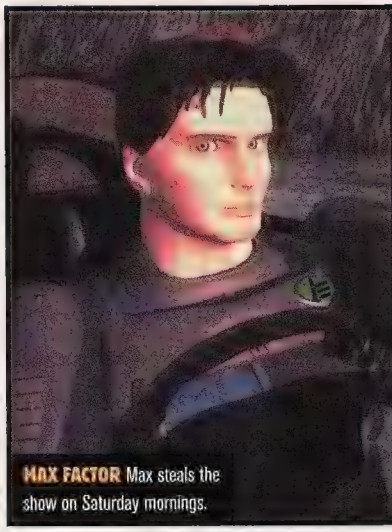
That's what they said about Michael Keaton for "Batman." And, if they'd just allowed us to make the film, we could have done something interesting. They had a choice of "Superman" or "Wild, Wild West," and they opted for that and canned this one. ■ JENNY PETERS

STRONG AS STEEL

WB! forges new 'toon for Saturday

Steel makes for a good foundation.

The future of animation meets a modern day superhero in "Max Steel," the latest entry into the Saturday morning line-up from the Kids' WB! Developed by Sony Pictures Family Entertainment, 13 episodes of the series have been ordered and are scheduled to debut in February 2000. Riding high off on the success of "Pokémon" and "Batman Beyond," network executives are convinced that the new series will find a home with its loyal viewers.

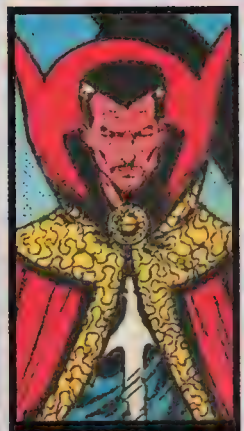


MAX FACTOR Max steals the show on Saturday mornings.

"We think of ['Max Steel'] as a companion piece to 'Batman Beyond'" said Donna Friedman, Senior Vice President of Kids' WB! "There're a lot of similarities in the use of gadgetry and adventures that kids will want to role play from in the same way that I think they do with Batman and Superman."

"Max Steel" follows the adventures of Josh McGrath, a 19-year-old college student and extreme-sports enthusiast, who is accidentally infused with nano-technology. As a result, he acquires superhuman strength and agility, adopts the code name Max Steel, and becomes an operative for N-TEK (his father's extreme-sports conglomerate which doubles as a top secret anti-terrorist organization). ■ ERIC MORO

TRAILERS...



DR. STRANGE Movie magic or mystical mayhem?

SONY'S MARVEL-OUS PROJECTS With Sony Pictures narrowing their short list of directors for their live-action "Spider-Man" film, don't think the studio is putting all of its comic book film franchises in one basket. Long-time comic book fan and film producer Don Murphy will soon select a screenwriter to pen a "Doctor Strange" script, and inside buzz is that the odds-on favorite for Strange's adversary may be Baron Mordo. Meanwhile, Sony made a move to pick up the rights to a live-action "Daredevil" film, which at one time had the interest of director Chris Columbus ("Bicentennial Man"). As yet no hard development has begun on the latter project.

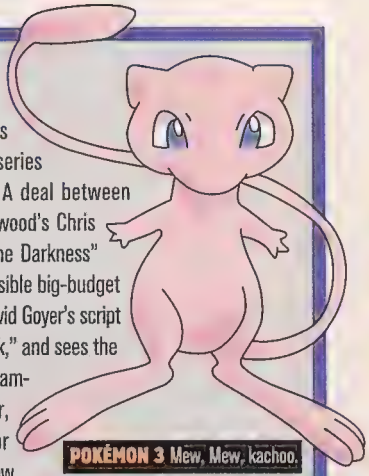
'IRON MAN' FORGES AHEAD New Line Cinema has picked up the film rights to Marvel Comics' "Iron Man" and is quickly developing it. Screenwriters Ted Elliott and Terry Rossio ("The Mask of Zorro") have been hired to write a brand-new script, but it'll have to wait until the duo have finished writing their sequel to "Zorro" (currently titled "Zorro Unmasked"). The New Line "Iron Man" project–which at one point was rumored to have the interest of Tom Cruise–is another comic book property being developed by producer Don Murphy. It's unknown if Cruise remains interested.

'WHITEOUT' STORMS HOLLYWOOD *Detective Comics* writer Greg Rucka's Eisner-nominated, four-issue mini-series *Whiteout* has been optioned by Columbia Pictures, specifically for director Wolfgang Petersen's ("Air Force One") Radiant Productions company. Screenwriters Jon and Erich Hoeber are adapting the Oni Press comic into a movie script, with Petersen possibly directing and/or producing. The story follows U.S. Marshal Carrie Stetko, the only law enforcement officer stationed on the barren continent of Antarctica, who discovers a corpse frozen in the ice. "She's one woman surrounded by 3,000 guys, and she's got to solve the murder," Rucka says. While Rucka admits there's still a lot of planning to be done, and the film's not guaranteed as a go, he's still upbeat about the whole process. "For the most part, I'm still too stunned to even care! I mean, it's just pretty cool that they're doing it." The original *Whiteout* series is available in trade paperback, and the final issue of the sequel, *Whiteout: Melt*, has just been published by Oni.

'BW2' PUTS FOUR ON FLOOR Artisan Entertainment has hired at least four separate writers to work on concepts for a "Blair Witch" sequel. After the screenplays are delivered, Artisan will choose the one it likes best for "BW2." Talk about cut-throat business...

TICK Not dead on TV.

SHORT TAKES It's official: The sequel to "Ghost in the Shell"–one of the most popular Japanese imports to ever hit American shores–has gotten the green light and is on track for a release in summer of 2000..."Tick" creator Ben Edlund has been given the go ahead to write a pilot for a proposed half-hour, live-action "Tick" series for Fox TV...Matt Groening's "Futurama" goes the four-color route coming this May, when Bongo Comics releases an ongoing comic book series based on the hit Fox TV show...A deal between Dreamwave Productions and Hollywood's Chris Lee Productions (developers of "The Darkness" movie) is opening the way for a possible big-budget live-action "Dark Minds" movie...David Goyer's script for "Blade 2" is subtitled "Bloodpack," and sees the Daywalker team up with a pack of vampires to take on an even deadlier, blood-craving creature... Director Terry Gilliam ("12 Monkeys") is now officially attached to the movie version of Neil Gaiman and Terry Pratchett's apocalyptic comedy novel, *Good Omens*...Speaking of Neil Gaiman novels, director Richard Loncraine ("Richard III") is now the new director for Gaiman's "Neverwhere" movie set up at Dimension Films...A third "Pokémon" movie will be released in theaters in Japan this summer...DreamWorks is developing the futuristic, action-heavy Italian comic book *Nathan Never* (reprinted in North America by Dark Horse Comics) as a film...Harvey Entertainment is joining forces with Mainframe Entertainment ("Beast Wars") to create a direct-to-video, all-CGI "Casper" Christmas show due out for next holiday season... "Matthew Blackheart: Monster Smasher," about a cryogenically frozen soldier awakened to fight uglies, is being readied for syndication during next fall season...Film rights to the Japanese manga comic book *Parasyte*, which follows a young man who has an alien lifeform on his left hand, have been picked up by Jim Henson Pictures and Angry Films (who are also teaming up on the proposed "Astro Boy" film, which is rumored to have landed the interest of director Tim Burton). ■ PS



POKÉMON 3 Mew, Mew, kachoo.

IRON MAN Is Tom Cruise in or out?

TIM BURTON PHOTO BY PAUL SCHRAUCK; MAX STEEL PHOTO © WARNER BROS.; TOM CRUISE PHOTO COURTESY OF THE EVERETT COLLECTION

BASIC TRAINING

JIM CALAFIORE SHOWS YOU

THIS MONTH'S SPECIAL INSTRUCTOR

HOW TO DRAW A SPLASH PAGE

PHOTO: PAUL SCHRALLI

Show 'em where ya live. When I was a kid, playing baseball in Little League, that's what we'd yell out to a teammate batting at the plate—"Show 'em where ya live." It meant, *hit a home run*. It was a challenge wrapped up in encouragement—just like each chance to draw a splash page. Whenever I get a new plot and I'm going over the splash page, I feel like the writer is saying *"Show 'em where ya live!"* It's my opportunity to knock one out of the park.

Which is why I start to look for a place to hide when I sometimes hit a dribbler to third. It's not a good thing, so let's look at how I try to avoid that.

STEPPING UP TO THE PLATE

There's often more than one chance in an issue for a home run, but what we're examining here is the opening splash page, usually on page one. It can be the most important page, and more than just a "money" shot. It sets the tone of the story. Ideally, it grabs the reader and propels him into the rest of the issue.

And, from a strictly mercenary point of view, it can determine a sale to the browsing customer. If the splash doesn't grab them, back in the rack it goes. First impressions can be everything.

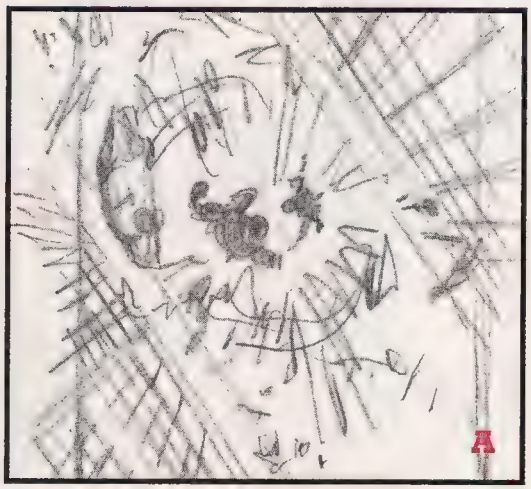
THE PITCH

Here's our scenario: An action shot. The Hulk and Daredevil are in mid-battle on a New York City street, devastation all around. The Hulk is pounding the pavement with a powerhouse blow that ol' Hornhead has just leapt clear of.

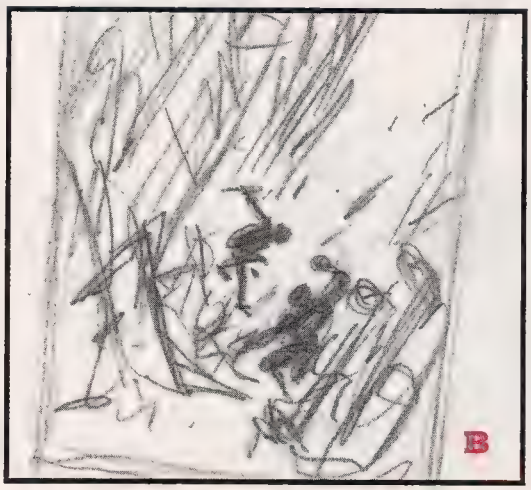
THE SWING

My first step in working out an image is a series of small sketches called *thumbnails*. They're very rough—the characters barely more than stick-figures—but it's the best way to run through ideas quickly.

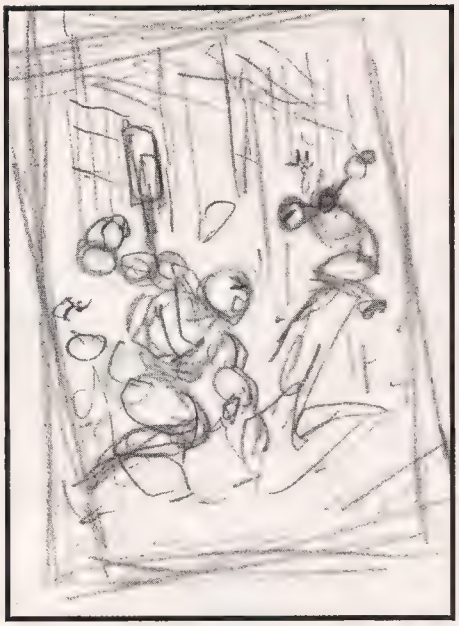
These first two are similar. In both I'm using the perspective lines of the building to focus the eye. Fig. A is looking down at the combatants in a crater of destruction, while fig. B is at ground level looking on from one end of a trail of destruction. The perspective gives a nice feel, but both suffer from the same shortcoming. The characters are too far away from us. On a splash, unless there's a plot reason against it, I want to be close to the action.



A



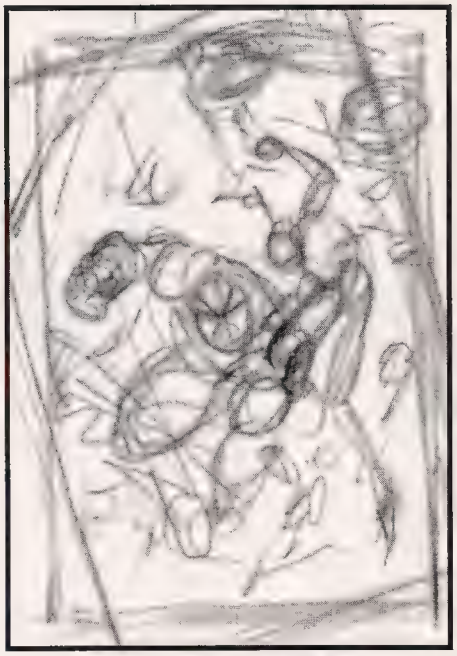
B



THE FOLLOW-THROUGH

The next idea, fig. C, is fine, but that's all it is. Everything is there, (the Hulk, DD, the city in the background, etc.), but I didn't do anything interesting with it. I'll often have an "O.K." idea which I'll take a second look at, and think about rotating the camera for more interesting positions.

C



D

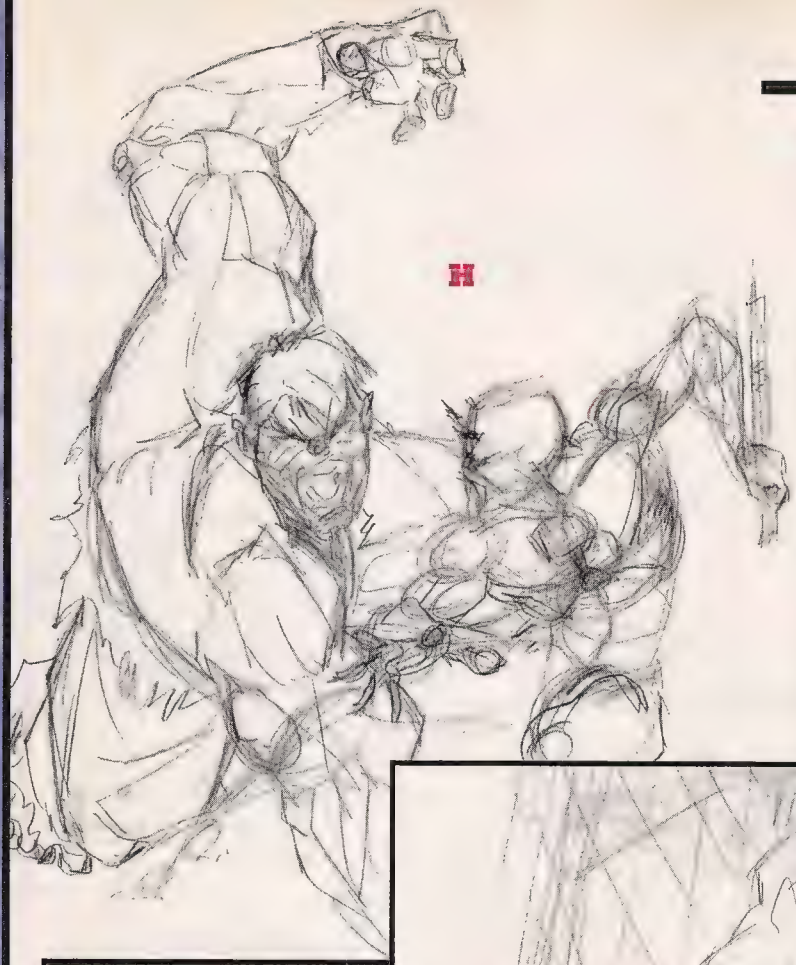
Fig. D's better. Moving the camera around to behind Daredevil now has the Hulk coming more towards us, involving us in the action. The only problem here is that Daredevil isn't facing us. I want both characters facing us, so I played with the DD figure separately, (fig. E). I used the old facing-us-but-not-facing-us dodge: Twisting the figure by turning Daredevil's torso mostly towards us, then turning his head to look back at the Hulk, keeps his face at least in profile.

E

F

I also wanted to tweak the Hulk a bit. His motion in the thumbnail is down and to the left, away from Daredevil. To have him going at DD, I just flopped the figure (fig. F). But I still wasn't happy with the pose, and pushed it further to put more *oomph* in the blow. Look at fig. G—he's really jack-hammering the street now! All of which led to the next step:

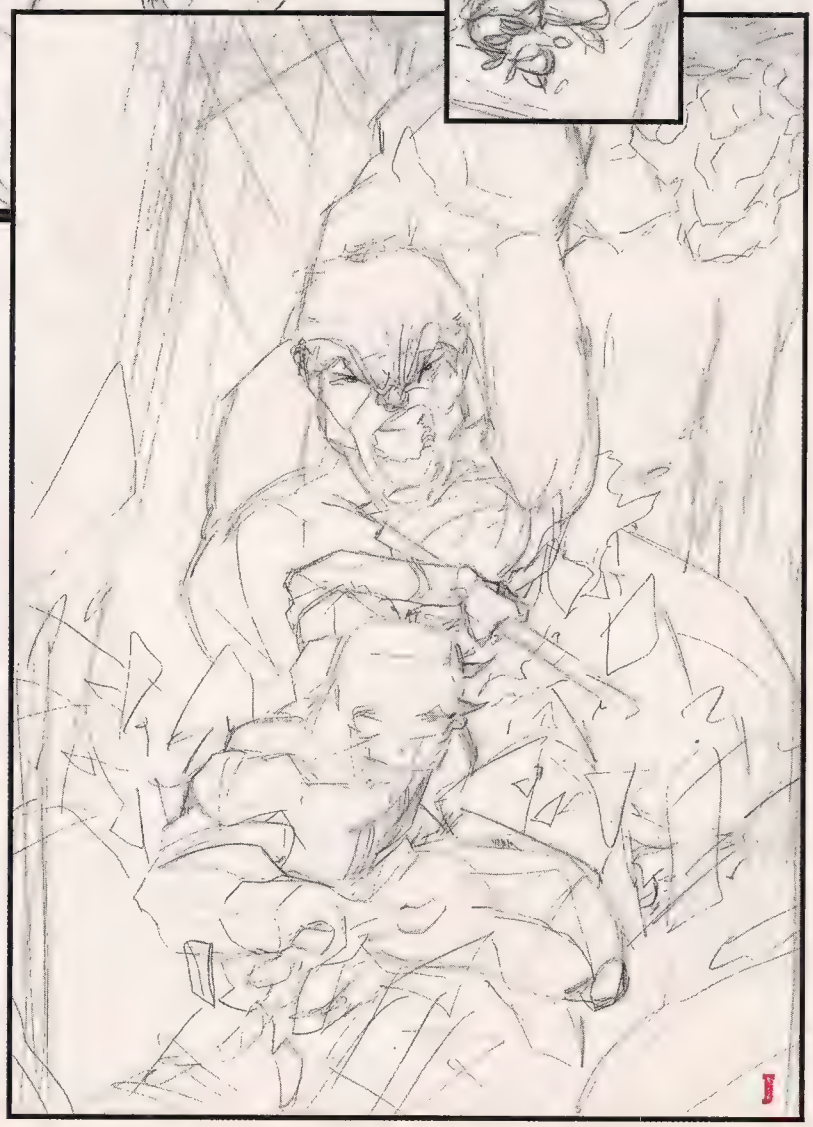
G



STRIKE ONE

Fig. H is a larger more detailed sketch, putting it all together. "But why isn't it finished?" you ask. Well, at this point I realized it wasn't working. Remember, I said that the first splash should propel the reader through the rest of the book. While I now have a more interesting angle, there just isn't enough excitement. And that's the point of this process, to find what doesn't work as well as what does.

Oh well, back to the drawing board. Literally.



CRACK!

Now Fig. I is more like it.

We've got the Hulk coming right at us, tearing up the pavement. A dodging Daredevil is also coming towards us, squeezed between the Hulk and the camera (stuck between a rock and a hard place, so to speak), so close that he can smell the broccoli Hulk had for lunch on the green guy's breath.

In the more detailed layout (fig. J), I rotated the Hulk a bit to put more punch in his punch and added the flying debris around DD. Behind the Hulk you can see lines indicating where I plan to put some buildings to establish the city.

And just across the spine there is the finished product. If this were an actual story, I'd suggest to the editor to put the title at the top, behind the Hulk, and in outline type to let the city show though. And the credits would look good in white on the pavement chunks.

And that's my process for creating a splash page. Simple, right? Now it's your turn. Step up there and "Show 'em where ya live." (W)

You can catch Jim Calafiore's artwork — but not his stretched baseball analogies — in the Armorines *series from Acclaim, on sale now.*

Drawing BOARD

Who needs the pros? This is the showcase for WIZARD READERS' ART

Villains, villains VILLAINS! That's what it's all about this month, folks! For whatever reason, being bad pays off in this edition of "Drawing Board." Everywhere we looked, evil stared us in the face—and we LOVED IT! And best of all, one of *Wizard*'s favorite baddies turned up in the guise of that wonderful Latverian despot, Dr. Victor Von DOOM! Thanks a ton to Rob Taylor of Phoenix, Ariz. for his rendition of Doom. For his effort, Rob takes home our grand prize, A SCARLET WITCH MINI-BUST DONATED BY RANDY BOWEN AND BOWEN DESIGNS! Congratulations Rob! Remember artists: "Evil will always triumph over good, because good is stupid!"

GRAND-PRIZE WINNER

THIS ONE CAUGHT OUR EYE

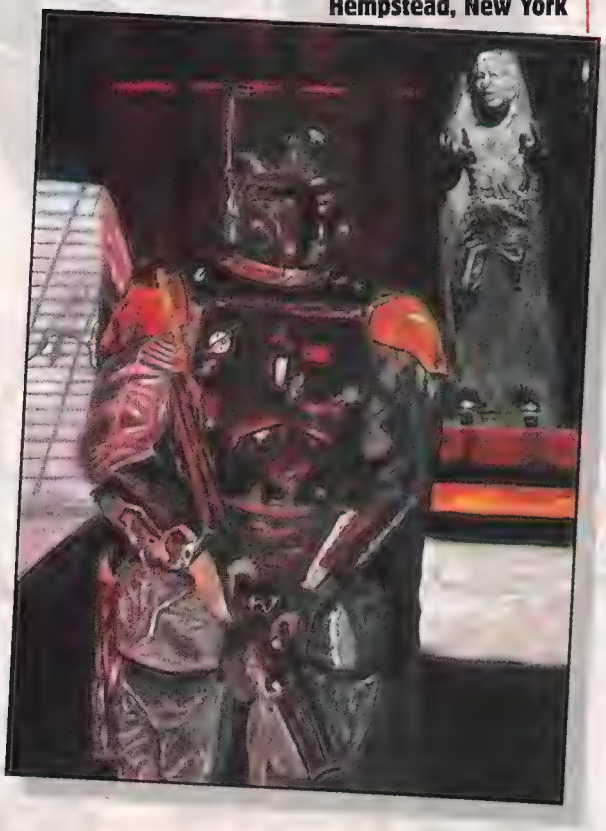
DOOM TRIUMPHANT
by ROB TAYLOR
Phoenix, Ariz.

THE BOOTY

SINISTER RED SKULL
JUSTIN WORKS, Spiritwood, Saskatchewan

FRANKENSTEIN'S REPOSE
DJ ELLIS, Barrie, Ontario

BOBA FETT'S VICTORY
DENNIS HEDGE AND JOHN D. PELZER, Hempstead, New York



HEY! BE IN WIZARD!

Want your art to appear in future issues of *Wizard*? Think you've got what it takes? (Quality *and* originality count, y'know.) Hey, it worked for pros like Jeff Matsuda and Leinil Francis Yu, who went on to stardom! Then send your "Drawing Board" entries to:

SUBMIT

"Drawing Board"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

And follow these rules or else: Use any form of unlined paper or posterboard (no larger than 8 inches by 11 1/4 inches) and any medium (oils, crayon, mustard, etc.—but not neon inks). Put your name, full address and TELEPHONE NUMBER on the back of your piece, and mail it flat to avoid damage. **You must also include a color photo of yourself.** All entries are non-returnable and become the property of Wizard Entertainment. Employees of Wizard Entertainment are the sole judges of the contests, and all decisions are final. Got it? All right, good luck!

TOY CHEST

MORE FRICKIN' AUSTIN POWERS

McFarlane's next helping of Austin Powers action figures looks to deliver on what made the first wave such a big hit—dead-on likenesses and a light-hearted feel. Just look at how freaky that li'l Mini Me figure looks! Austin Powers Series 2 will ship in February and includes Austin Powers in his blue-stripped suit, leather babe Vanessa Kensington, Dr. Evil and Mini Me in spacesuits, Scott Evil and a Fembot. And be on the look out for a special boxed set of Dr. Evil and Mini Me on their li'l tricycle. Awwww...

BEHAVE! With Vanessa in that leather outfit? Fergit it!

BLOCKS BY PAUL SCHRADER, AUSTIN POWERS PHOTOS COURTESY OF MCFARLANE TOYS

BY TOM PALMER JR.

SIDESHOW'S MONSTROUS OFFERINGS

If you're a fan of old-school monsters, Sideshow Toys—makers of some of the best-looking monster toys this side of McFarlane—has got a treat for ya. Due out in March, the company's third round of Universal Studios Monsters line will include the Invisible Man, The Hunchback of Notre Dame and the Metaluna Mutant, all based on their classic appearances in the horror flicks of yesteryear. Each figure comes on a special base and has those extra little touches Sideshow is known for. The Invisible Man comes with an extra head cast in clear plastic with the visage of actor Claude Rains. Lon Chaney's version of the Hunchback of Notre Dame totes a removable crown and fool's staff. And the Metaluna Mutant...well he's just got a big brainy head.

PEEK-A-BOO! Now ya see him, now ya don't!

GO IRISH! Root for all the Notre Dame greats: Joe Montana, Tim Brown, the Hunchback...

SPLITTING HEADACHE How scary can an alien be, with a head shaped like an ass?

PHOTOS COURTESY OF SIDESHOW TOYS

DC STRONG ARMS TOY MARKET

If you thought America's Best Comics was something, wait'll you get a load of America's Best Toys.

Yup, you read that right. DC's all set to release the first action figure based on Alan Moore's line of fan-fave comics. Tom Strong will make his way to comic stores in July, and sports removable goggles, a helicopter backpack and a pistol and knife to fit in his belt. And to make sure you've got enough bang for your buck, good ol' Tom also comes with his robotic butler Pneuman! Hmmm...an action figure based on an Alan Moore comic? Does this mean there's a chance of some Watchmen toys on the way? Here's hopin'!

And on the DC Universe front, DC Direct has two fan-requested Teen Titans figures on the way-Kid Flash and Starfire. For Kid Flash, this marks the first figure in over 20 years, since Mego's version in the Teen Titans line. This speedster stands 5" inches and has nine points of articulation. Starfire's all about the hair; the figure's fiery mane actually lights up and connects to a special base that makes it appear like she's flying. Both of these Titans ship in July to comic stores near you.

DC DELIGHTS the senses with these newest toys, including Tom Strong (above) and a Teen Titans 1-2 punch (below) with Starfire and Kid Flash!

PHOTOS COURTESY OF DC DIRECT.

HOMEMADE HERO OF THE MONTH

THE BEST FAN-MADE ACTIO FIGURES

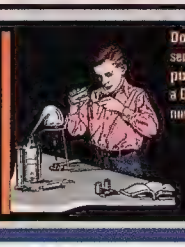
VAMPIRELLA

Tim Blaze
Cleveland, Ohio

Hubba hubba! Tim's rendition of the sexy Vampirella was based on Toy Biz's Psylocke figure, with lots of sanding in all the right places and a really nice paint job. And just 'cause we're nice people, Tim walks away with a nifty prize–an Abe Sapien mini-bust from the fine folks at Bowen Designs. With that supernatural detective around, now Tim'll be able to find the hidden monsters laying in wait under his bed, in his closet, behind his dresser...

BOWEN DESIGNS INCORPORATED

Hey!



Do you want in on the fun? To enter the homemade figure contest, send at least TWO well-lit, clear, color photographs (No Polaroids, and put 'em in cool or funny poses!), along with your name, address, a DETAILED DESCRIPTION of how you created your figure, your full phone number (including area code) and even e-mail address to:

HOMEMADE HEROES
c/o Wizard Entertainment
P.O. Box 118
Congers, NY 10920-0118

GET ZAPPED along with Marv in his custom electric chair.

SIN CITY SHOCKER

"Is that the best you can do, you pansies?"

Those words will be spilling forth from toy shelves this February when McFarlane Toys latest Marv action figure hits comic shops. Based on the haunting final moments of Sin City's biggest, toughest lug, this action figure is loaded to the gills with cool features. Flip a switch, and Marv—who's seated in an electric chair—starts vibrating. And once the shakin' is done, Marv spits out his famous last words.

WHITE ZOMBIE? Forget those guys; Rob's rockin' out solo these days.

PHOTOS COURTESY OF MCFARLANE TOYS.

ZOMBIE TOY

He's more human than human and ready to rock out toy stores nationwide. He's Rob Zombie, and he's next on the heavy metal hit list from McFarlane Toys. Just like McFarlane's Ozzy Osbourne figure from last summer, Rob—Mr. Zombie to his friends—arrives on his own special base, and also has two gigantic robot arms. What big rocker's next for McFarlane? Howabout the King of theatrical shock rock—no, not Marilyn Manson, you ninnies; Alice Cooper. Look for Rob Zombie this spring, followed by Alice a month later.

From the creators of WIZARD: THE COMICS MAGAZINE

ToyFare

THE TOY MAGAZINE

Full of the hottest news, full-color previews, and the most foul-mouthed toys ever assembled by underpaid factory workers.

ON SALE EVERY MONTH, EVERYWHERE

Photo by Paul Schiraldi.

stuff

COMIC BOOK MERCHANDISE YOU CAN BUY...

By David Borak and the *Wizard* Staff

AVAILABLE AT YOUR LOCAL COMICS RETAILER

Who among us doesn't like stuff? Whether it's Ant Man's Ant Traps, Usagi Yojimbo's Carrot Peeler or Batman's Custom Nite Lite, we're all suckers for comic-related merchandise. Each month, *Wizard* will strive to show you the latest and super-neatest in comic book statues, posters, pins, magnets, shirts and other goodies. In short, if it's cool, and if it's stuff, you'll find it here.

A NICE RING TO IT

Become the fastest man (or woman) alive with the new Flash Sterling Silver Ring ($79.95) from DC Direct. In stores May 24, this sterling silver ring features a large Flash symbol finished in black enamel with smaller lighting bolts on each side. It comes in sizes 6-13 (whole sizes only) but super-compressed Flash costume not included.

SCREW THE DIAMOND Give this baby to yer sweatheart to show ya love her!

T-SHIRTS ASSEMBLE!

Graphitti Designs introduces you to the new team with the Avengers V T-shirt ($17.95, $20.95 for XXL). This 100% cotton T-shirt features a full-color image by George Pérez of the new Avengers. Assemble for it in February, but learn the secret handshake on your own.

NO ASSEMBLY REQUIRED unless Iron Man can't make it.

HEADS I WIN, HEADS...YOU LOSE!

Bat-fans will flip over DC Direct's Two-Face Coin Prop, coming to stores July 26, 2000. Harvey Dent's two-headed coin (one intact face, one scarred) is captured in pewter cast, measuring 1 7/8" in diameter and comes mounted on a wooden base. It's mounted so that you can spin the coin to determine the fate of your foes! This baby'll set you back $79.95, and remember, two heads are better than one!

DOUBLE HEADER You know what they say about two heads, so let's move on.

HOTSTUFF!!!!!!!!!!!!!!!!!!!!!!!!

PRODUCT OF THE MONTH

GREEN WITH ENVY

"In brightest day, in blackest night..." DC Direct scores a big hit with this Green Lantern Power Battery Prop! This cold-cast porcelain prop comes with an awesome GL ring replica, which emits a green glow when held to the battery (or with the convenient flip of a switch on the bottom!). The Battery stands almost a foot tall, and comes with the PVC ring and a display base (four AA batteries not included). It costs $249.95 and it won't be in stores until August 23, 2000, but it's so freakin' cool, it's definitely worth the wait.

BATTERY OPERATED Charge up with this baby, but don't let Pieface in on the secret.

AMERICA'S BEST PRINTS

Now you can add to the Alex Ross gallery on your wall with the Tom Strong/Top 10 Print Set ($19.95) by none other than *über*-artist Alex Ross. These two striking covers to *Tom Strong* #1 and *Top 10* #1 have been reproduced on two 10" x 13" prints that come shrink-wrapped on cardboard. Each full-color print is suitable for framing. Look for them in March from Dynamic Forces.

EASY AS A-B-C Two reasons these prints rock: ABC and Alex Ross.

TEEN SCENE Superboy leads the way for a series of Young Justice statues. Break out the Oxy.

YOUTH GONE WILD

The Teen of Steel is back with the Superboy/Young Justice Statue ($175) from DC Direct. The cold-cast porcelain statue stands 9" tall (including a 3" base) and features the Kid bursting on to the scene. Best of all, the base is designed to interlock with the bases of the Impulse and Robin statues that are scheduled to be released later this year. This full-color Superboy statue will be available in stores June 14.

stuff

GO WEST, FLASH FANS

Graphitti Designs brings you a blast from Wally West's past with the Kid Flash Symbol T-shirt ($17.95, $20.95 for XXL). It features the classic diagonal red bolt screen printed on a yellow 100% cotton shirt. The shirt speeds into stores in February, and it sure makes Uncle Barry proud.

WALLY'S WORLD Teen Titan fans are lining up for a shot at this shirt.

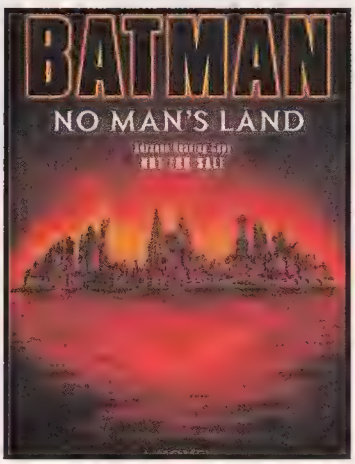
A BE-WITCHING T-SHIRT

Fear the dark no longer! Help light your way this February while looking cool with the Witchblade Glow Hand T-Shirt ($16.95, $19.95 for XXL) from Top Cow. This black, 100% cotton T-shirt features a full-color Witchblade with her hand glowing with fury.

I'VE GOT NO HAND! Except this Witchblade Glow Hand T-shirt.

A NOVEL IDEA

Didn't want to read a thousand or so issues of Batman comics to follow the "No Man's Land" storyline? Fret no longer Bat-fans, 'cause now you can have the whole story as written in novel form by best-selling author and *Detective Comics* scribe Greg Rucka! Coming from Pocket Books in January, *Batman: No Man's Land* tells the entire "NML" story in 448 pages and will set readers back $23.95. Now that's good readin'!



SCARLET WITCH GETS BUSTED

This February, Bowen Designs presents the bewitching mini-bust of Avengers mainstay the Scarlet Witch ($35). Sculpted by Steve West, this cold-cast bust stands 5 1/2" tall and comes completely painted and ready for display in a full-color collector's box. The probability of loving this bust is through the roof.

WITCHY WOMAN Bowen Designs puts a spell on us with this piece.

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

Stuff for "Stuff"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

POKÉMON™

Largest selection of POKÉMON Cards at the BEST PRICES!!

ToyWiz.Com

COOLEST COLLECTABLES STORE "ON-LINE"!!

BEANIE BABIES MAGIC THE GATHERING SPORTS DRAGONBALL Z

51 Rockland Center, Nanuet NY 10954

Call Toll Free: 1-877-451-2597

WARLANDS

WARLANDS #1/2 OFFER

"FANTASY AT ITS FINEST! KEEP YOUR EYE ON PAT LEE AND 'WARLANDS.'" —WIZARD

ONLY AVAILABLE HERE!

Welcome to Warlands, a world imperiled by the evil of a mad goddess bent on the destruction of the races of man. Two people, an exiled elven princess and a human soldier from the Myrish army, will be joined by fate to play the roles of would-be heroes to decide the fate of the world. Only in this exclusive offer will you see how these two distinctly different people join forces to battle the Vampire Hordes and Datara and their leader, Malagen the Black. So, hurry now and fill the coupon, enclose three dollars and mail it in today!

- CREATED AND WRITTEN BY PAT LEE and ADRIAN TSANG!
- SUPER-LIMITED!

Wait too long and you'll suffer for it! Once this offer expires, it is gone forever!

ONCE IN-A-LIFETIME CHANCE!

LAW OF THE LANDS

No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope. With this coupon, you can order as many comics as you want. You may put additional coupons in the same envelope. Remit by check or money order only. Canadian orders remit $4 per copy; other foreign orders remit $6 per copy. All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Entertainment. Offer good only while supply lasts. Please allow eight to 12 weeks from date of expiration for delivery. Changes of address will not be forwarded unless Wizard Entertainment is notified in writing by April 19, 2000. And if you live in Warlands...? Sorry, pal–you're outta luck.

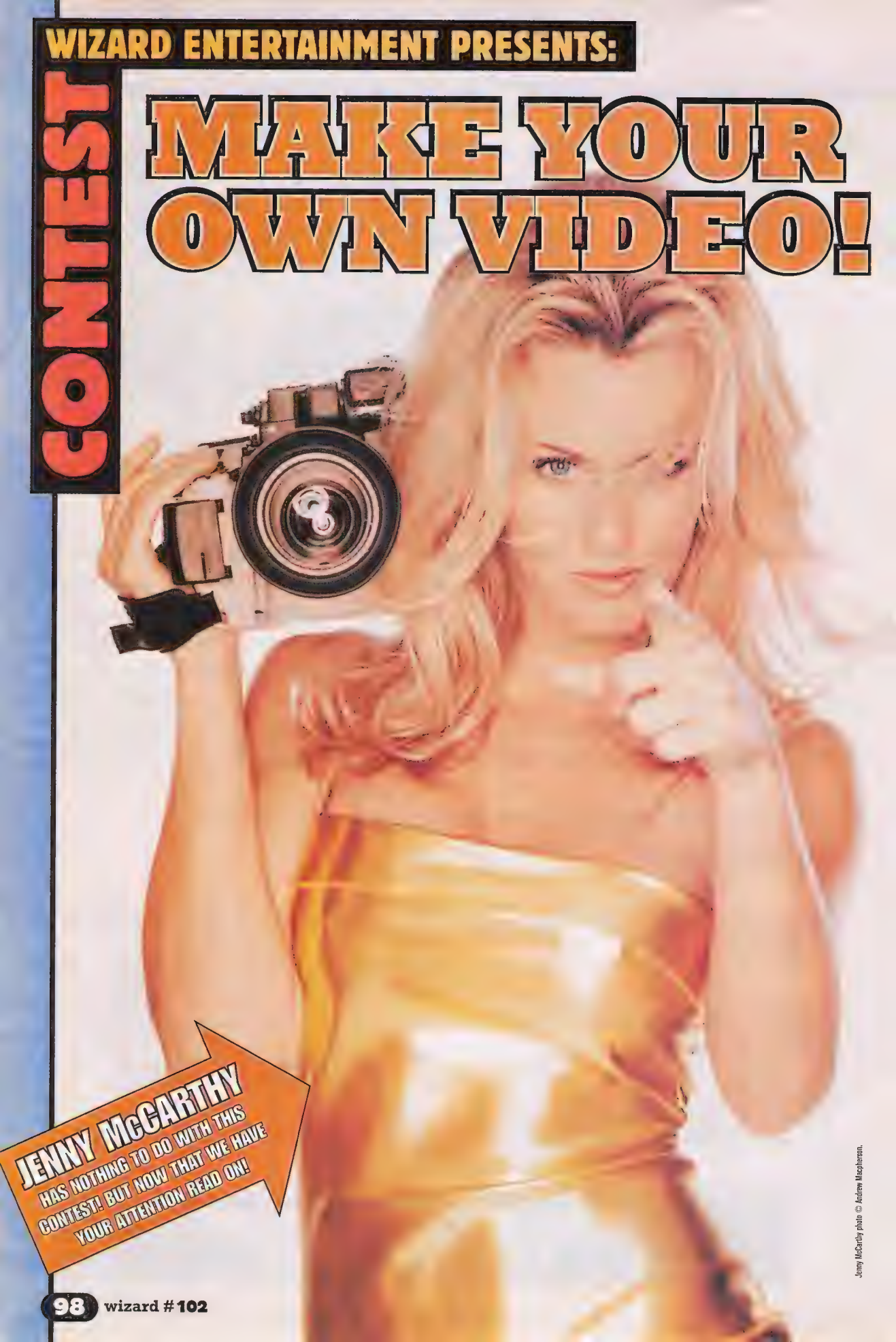
FILL OUT THE COUPON! NOW! DON'T DELAY!

THIS OFFER EXPIRES APRIL 19, 2000

WIZARD ENTERTAINMENT PRESENTS:

CONTEST

MAKE YOUR OWN VIDEO!



JENNY McCARTHY HAS NOTHING TO DO WITH THIS CONTEST! BUT NOW THAT WE HAVE YOUR ATTENTION READ ON!

Jenny McCarthy photo © Andrew Macpherson.

PRIZES

GRAND PRIZE (1): A personal letter of critique by screenwriter/comic writer/living weapon Kevin Smith! An all-expense paid trip for two to Wizard World Chicago 2000, the annual mega-convention spotlighting comics, toys, gaming, movie celebs & more! There, you'll be on hand to witness the world-premiere of YOUR short film before thousands of attendees! "What short film?" Read on...

RUNNERS UP (5): Five prize packages including the airing of your tape at Wizard World Chicago 2000, and a personal letter of critique by screenwriter/comic writer/living weapon Kevin Smith!

HOW TO WIN:

Create an original short film that doesn't suck and would interest a *Wizard* reader (superheroes, sci-fi, monsters, etc.). Make a parody trailer to a movie, a pseudo-documentary on a fictional character, re-enact a scene out of comics using toys—go crazy! The sky is the limit as to the type of film you can make, but keep these four golden rules in mind when you're playing Spielberg:

1) All entries MUST be on 3 3/4 VHS tapes. Anything else gets the hammer.
2) All films MUST be no longer than five minutes. Anything longer gets taped over with the latest "Buffy" episode.
3) No nudity, though nudity hidden by censored bars is okay.
4) No profanity, though bleeped profanity is okay, too.

HOW TO ENTER:

Simple. Just make your flick (fly solo, work with your friends, make it a class project, whatever), attach a label with the full name of the director, his address, phone number and the title of the film to the tape and mail to:

ENTER NOW!

Fill this out, tape it to your entry and put it in an envelope. Send it to:

"Direct to Video" Contest
c/o Wizard Entertainment,
P.O. Box 118,
Congers, NY 10920-0118
DEADLINE IS April 30, 2000.

CUT AND PRINT!

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, their immediate families and any terrible fanboys who send us tapes of their asses. Please don't. Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Direct to Video Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by April 30, 2000. Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Keep the camera out of your pants. Winners will be selected based on originality and creativity or by random drawing by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than May 31, 2000. If an entrant, having been declared as a winner, does not accept the prize or if either the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about May 15, 2000.

For a list of winners, available after May 15, 2000 send a self-addressed, stamped envelope to: Direct to Video Contest Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118

The "Direct to Video" Contest Entry Form

CONTEST DEADLINE April 30, 2000!

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____ E-mail _____

DID YOU TAPE THIS FORM TO YOUR ENTRY?

video STUFF

By Jerry Dorsey

What? Do you need us to draw a picture? We took a bunch of video games, locked ourselves away and played 'em 'til our thumbs fell off. We don't pretend to be experts, just fun-lovin' folks who like our salsa spicy, our couch cushy and our video games kick-ass...here's what floated our boat, or not.

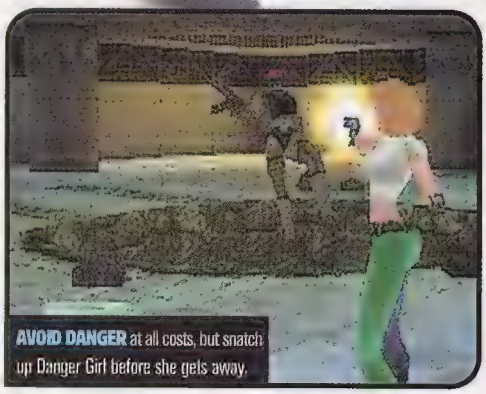
PIXELIZED GAMES AND SUCH

DANGEROUS LIAISONS

Danger never takes a holiday.

THQ's highly anticipated *Danger Girl* game, though delayed from its initial expected release date of November, 1999, is still on track for an early 2000 release. The game will feature Campbell and Hartnell's curvaceous heroines in a huge 3-D adventure that looks to reproduce the license faithfully.

While THQ has kept a tight lid on information about the forthcoming title, developers n-Space have revealed certain details about the game, including the fact that the story will take place after the first storyarc in the comic book (through #7), but before the second. Players will be able to control one of three characters, but as of this writing only two are officially confirmed: Abbey and Sidney. (There is speculation that the third may be Natalia, but n-Space have confirmed only that she plays "a major role" in the game.) The game will take place in a series of detailed environments, from the steamy Costa Rican jungle to the frigid North Atlantic. n-Space is the same company which developed the most recent *Duke Nukem* game for PlayStation, *Time to Kill*, and it's possible *Danger Girl* may sport a seriously overhauled version of the *Duke* game engine. But as you can see from this screen shot, *Danger Girl* is a great deal more, ah, well-rounded.



AVOID DANGER at all costs, but snatch up Danger Girl before she gets away.

Crossover Chaos

Capcom has thrown down the gauntlet once again. The company is currently developing *Marvel vs. Capcom 2* for Sega's Naomi arcade hardware. Though few concrete details have been officially confirmed, the game is expected to release in Japanese arcades in March of 2000. No official character roster has been released, but the game is expected to include a number of new characters, and Spider-Girl is rumored to be one of them.

Marvellous!

In other Marvel news, Activision is approaching completion on *X-Men*, the 3-D fighter announced last year. In addition to a state-of-the-art fighting engine (including fully 3-D backgrounds), the game will include a substantial Story Mode, which will weave the different characters together into a coherent plot. On a related note, Activision has yet to release info about their *Blade* game under development. The company acquired the Blade license together with the X-Men in October of 1999.

Take the Blue Pill

Whoa.

It was recently revealed that early planning has begun for at least one game based on "The Matrix." Fans of the flick are no doubt aware that the story has been planned as a trilogy from the get-go, and the game (or games) in question are expected to be based on the sequels. The real kicker is that the man behind the plans is none other than Hideo Kojima, director of the immensely popular and critically acclaimed *Metal Gear Solid*, and that he is expected to be developing the title or titles for the mind-bogglingly powerful PlayStation2. ■

NEWSBYTES...

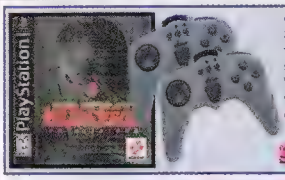
SHORT ATTENTION SPAN? TRY...

Fox Interactive is reportedly developing two new PlayStation titles based on "The Simpsons"...Sony recently announced that it has sold a whopping 70 million PlayStations since the system's initial release in Japan...Although LucasArts canned the PlayStation version of *Indiana Jones and the Infernal Machine*, the company recently announced it is examining other platforms for the game's release...Disney recently yanked its *Toy Story 2* video game off shelves in answer to protests about a gun-toting sombrero-wearing Mexican villain that never even appeared in the movie. The character popped up in the Activision game, where players had to shoot him to advance to the next level...It's official: *Final Fantasy VIII* sold 1,000,000 units faster than any title ever.

Toll Free Order Line: (888) GAME-CAVE
Info Line: (626) 930-1300

GAMECAVE.COM

Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call for details. Artwork copyright their respective companies. All rights reserved.



Get **Metal Gear Solid VR Missions** for PlayStation with a set of 2 **Pelican Wireless Controllers** for the one low price of just

$59.99

Get Sega's ultimate racing game **Sega Rally 2** for Sega Dreamcast w/ an **Agetec Rally Wheel** for the low price of just

$79.99

DC Accessories

InterAct AC Cable	$6.99	Nyko RF Game Switch	$8.99
InterAct Astro Pad	$21.99	Nyko S-Video Cable	$8.99
InterAct AV Cable	$7.99	Pelican Extension Cable	$7.99
InterAct Quantum Fighter Pad	$24.99	Pelican Memory Card 4 MEG	$28.99
InterAct RFU Adapter	$9.99	Pelican RF Switch	$5.99
InterAct S-Video Cable	$7.99	Pelican S-Video Cable	$6.99

PSX Accessories

InterAct AC Cable	$3.99	Nyko Multi-Tap Adapter	$18.99
InterAct MultiPlayer Adpater	$18.99	Nyko Super Cobra Light Gun	$28.99
InterAct RFU Adapter	$7.99	Pelican 72x Memory Card	$33.99
Nyko AV Adapter	$6.99	Pelican Light Gun	$12.99
Nyko Classic Trackball	$29.99	Pelican S-Video Cable	$6.99
Nyko Extender Cable	$7.99	Pelican X-Wing Controller	$7.99

N64 Accessories

InterAct AC Cable	$12.99	Nyko Hyper Alpha 64	$29.99
InterAct Extension Cable	$7.99	Original Controller	$27.99
InterAct Tremor Pack	$6.99	Original Controller Pak	$19.99
Nyko AC Power Adapter	$18.99	Pelican AV Cable	$7.99
Nyko Extender Cable	$4.99	Pelican Memory Card 256K	$7.99
Nyko Game Switch	$5.99	Pelican Super 64 Analog	$21.99

Game Boy Accessories

InterAct Game Shark	$21.99	Nyko Shock 'n Rock	$19.99
InterAct Mega Memory Card	$24.99	Nyko Worm Light	$8.99
Nyko Pocket Vision	$6.99	Pelican AC Adapter	$5.99
Nyko Power Grip	Call	Pelican Link Cable	$6.99
Nyko Power Pak	$14.99	Pelican Rechargeable Battery	$7.99
Nyko PowerLink	$5.99	Pelican Survival Kit	$24.99

Wallscrolls

Dragonball Z #24 **$19.99**

Final Fantasy 8 #12 **$19.99**

Digimon #1 **$19.99**

Cowboy Beebop #1 **$19.99**

These vinyl figures come pre-assembled & painted to pure perfection!

1. Selphie
2. Rinoa
3. Seifer
4. Squall

$39.99 ea.

Dreamcast

Armada	$44.99	NFL Quarterback Club 2000	$44.99
Caesars Palace 2000	$42.99	Psychic Force 2012	$26.99
Carrier	$49.99	Rainbow Six	$44.99
Castlevania Ressurrection	$47.99	Rayman 2	$43.99
Dark Angel: Vampire Apocalypse	$49.99	Resident Evil Code Veronica	$42.99
Deep Fighter	$43.99	Re-Volt	$43.99
Draconous: Cult of the Wyrm	$40.99	Sega Rally 2	$42.99
Dynamite Cop	$45.99	Shadow Man	$44.99
EGG	$49.99	Soul Fighter	$38.99
Evolution	$49.99	Speed Devils	$44.99
Fighting Force 2	$37.99	Street Fighter Alpha 3	$38.99
Grand Theft Auto 2	$44.99	Tee Off	$37.99
Hidden & Dangerous	$44.99	Test Drive 6	$42.99
Incoming	$44.99	Toy Commander	$45.99
Jeremy McGrath Supercross 2000	$43.99	Vigilante 8: 2nd Offense	$44.99
Jimmy White's Cue Ball	$42.99	Wetrix	$38.99
Microsoft Combat Flight Simulation	$49.99	Wild Metal Country	$49.99
NBA 2000	$45.99	Worms Armageddon	$36.99
NBA Showtime	$42.99	WWF Attitude	$45.99

PlayStation

Alien Resurrection	$34.99	March Madness 2000	$36.99
Army Men Sarge's Heroes	$35.99	Mulan	$34.99
Caesar's Palace 2000	$32.99	NASCAR Rumble	$36.99
Carmageddon	$32.99	NBA in the Zone 2000	$34.99
Chocobo's Dungeon 2	$34.99	NCAA March Madness 2000	$36.99
Crusaders of Might & Magic	$35.99	NHL Blades of Steel 2000	$34.99
Die Hard Trilogy 2	$34.99	Official Formula 1 Racing	$34.99
Elmo in Grouchland	$34.99	Reel Fishing 2	$38.99
ESPN NBA 2000	$34.99	Renegade Racers	$32.99
Fear Effect	$34.99	Road Rash Jailbreak	$37.99
Fighting Force 2	$34.99	Sim Theme Park	$33.99
Intellevision Classics	$24.99	South Park Rally	$36.99
Iron Soldier 3	$34.99	Special Ops	$34.99
Jackie Chan	$34.99	Superbike 2000	$36.99
Jeff Gordon XS Racing	$35.99	Teletubbies	$30.99
Jeremy McGrath Supercross 2000	$36.99	Tiger Woods PGA Tour 2000	$37.99
Knights of Carnage	$30.99	Tomb Raider: The Last Revelation	$34.99
Lego Racers	$35.99	Vermin	$34.99
Lego Rock Raiders	$35.99	Wild Wild West	$34.99

Nintendo 64

40 Winks	$45.99	NHL Blades of Steel 2000	$43.99
Airboardin USA	$43.99	Nuclear Strike 64	$44.99
Army Men Sarge's Heroes	$45.99	Paper Boy	$43.99
Battetanx Global Assault	$45.99	Perfect Dark	$57.99
Battlezone 2	$48.99	Rat Attack	$32.99
Big Mountain	$45.99	Rayman 2	$53.99
Brunswick Circuit Pro Bowling	$44.99	Ready 2 Rumble	$45.99
Caesar's Palace	$48.99	Resident Evil 2	$53.99
Carmageddon	$45.99	Re-Volt	$45.99
Carnivale64	Call	Rocket Robot on Wheels	$44.99
Castlevania: Legacy of Darkness	$45.99	South Park Rally	$45.99
Destruction Derby	$44.99	Space Invaders	$43.99
Donkey Kong 64	$57.99	Starcraft 64	$47.99
Fighter's Destiny 2	$45.99	Supercross 2000	$46.99
Harvest Moon	$48.99	Tony Hawks Pro Skater	$45.99
Jeremy McGrath Supercross 2000	$45.99	Vigilante 2nd Offense	$45.99
Lego Racers	$46.99	V-Rally	$43.99
MK Special Forces	$43.99	World League Soccer 2000	$45.99
NBA in the Zone 2000	$43.99	Worms Armageddon	$40.99

Import Dreamcast

Aero Dancing Todoroki's HD	$54.99	Lune Caster	$54.99
All Japan Pro Wrestling 2	$54.99	Mercurius Pretty	$54.99
Baldur's Gate	$54.99	Metal Max 3	$54.99
Bangaioh	$54.99	New Japan Pro Wrestling 4	$54.99
Black Matrix AD	$54.99	Panzer Front	$54.99
Carrier	$54.99	Rainbow Cotton	$54.99
Dancing Blade Complete	$48.99	Revive	$54.99
Death Crimson 2	$54.99	SNK vs. Capcom	$59.99
Ecco the Dolphin	$54.99	Space Channel 5	$54.99
Elemental Gimmick Gear	$49.99	Space Griffon Hamlet	$54.99
Eternal Arcadia	$54.99	Speed Devil	$54.99
F-1 World Grand Prix	$54.99	Star Gladiator 2	$54.99
Geist Force	$54.99	Street Fighter 3 Dbl. Impact	$54.99
Giga Wing	$54.99	Street Fighter 3 Impact W	$54.99
Grandia 2	$54.99	Super Producers	$54.99
Gundam SS 0079	$54.99	Super Runabout	$54.99
Hiyouu No Ken Retsuden	$54.99	Undercover AD 2025	$54.99
Jo Jo Adventure	$54.99	Virtua On	$54.99
Langrisser Millenium	$54.99	Zombie Revenge	$58.99

Import PlayStation

Beast Wars Metals	$54.99	Gran Turismo 2	$58.99
Bio Hazard Gun Survivor	$58.99	Grandia	$54.99
Brightis	$58.99	Harlem Beat	$58.99
Chocobo Stallion	$58.99	Jo Jo Adventure	$58.99
Countdown Vampires	$58.99	Koudelka	$58.99
Dark Tales from the Lost Soul	$58.99	Legend of Mana	$58.99
DDRevo Append Club Ver. 1	$38.99	Macross Remember Love	$58.99
Devilman	$58.99	Macross VFX	$38.99
Dewprism	$58.99	Macross VFX 2	$54.99
Dragonball Z Legends	$37.99	Panzer Front	$54.99
Dragonball Z U22	$37.99	Patlabor the Game	$54.99
Dragon Quest 7	$58.99	Psychic Force 2	$54.99
Dragonball Final Bout	$37.99	Rival Schools 2	$58.99
Exciting Bass 2	$58.99	Rockman 4 Special	$38.99
Fatal Fury Wild Ambition	$48.99	Rockman 5 Special	$38.99
Final Fantasy Collections	$54.99	Sokaigi	$63.99
Fire Pro Wrestling G	$58.99	Star Ixiom	$49.99
Front Mission 3	$58.99	Valkyrie Profile	$54.99
Gaia Master	$58.99	Wild Arms 2	$52.99

WonderSwan

Beatmania Mini w/ Scratch Pad	$49.99	Langrisser D	$39.99
Chocobo Dungeon	$39.99	Macross World	$39.99
Evangelion	$39.99	MSVS Gundam	$39.99
Ghouls & Ghosts	$39.99	Pocket Fighter	$39.99
Klonoa of the Wind	$39.99	Rockman & Forte	$39.99

NeoGeo Pocket

Baseball Stars	$27.99	Metal Slug 2nd Mission (Import)	$39.99
Beat Busters (Import)	$39.99	Neo Cherry Master	$28.99
Biomotor Unitron	$29.99	Neo Dragon's Wild	$28.99
Bust-A-Move	$27.99	Neo Mystery Bonus	$28.99
Crush Roller	$23.99	Neo Turf Masters	$31.99
Dark Arms Beast Buster 1999	$33.99	Pac-Man	$26.99
Digital Primate (Import)	$39.99	Pocket Tennis	$24.99
Fatal Fury	$31.99	Puyo Pop	$27.99
King of Fighters Adv. (Import)	$39.99	Puzzle Link	$26.99
King of Fighters R-2	$31.99	Rockman Pocket (Import)	$39.99
Metal Slug 1st Mission	$31.99	Samurai Showdown 2	$31.99

Game Boy Color

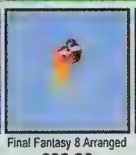
1942	$19.99	Mission Impossible	$23.99
AMF Bowling	$18.99	Muppets	$21.99
Armada: Secret Weapon	$23.99	NBA in the Zone 2000	$23.99
Armorines: Project Swarm	$23.99	Oddworld Adventure 2	$21.99
Azure	$23.99	Polaris Snow Cross 2000	$24.99
Battletanx	$23.99	Rainbow 6	$23.99
Burgertime	$23.99	Resident Evil	$24.99
Carmageddon	$23.99	Return of Ninja	$25.99
Carnivale	$22.99	San Francisco Rush	$23.99
Casper	$23.99	Speedy Gonzales	$23.99
Ghosts & Goblins	$21.99	The Cage	$23.99
Hot Wheels Stunt Track Driver	$25.99	Thrasher: Skate & Destroy	$23.99
International Track & Field	$21.99	Top Gear Pocket 2	$24.99
Knockout Kings 2000	$24.99	Towers: Lord Baniff's Revenge	$22.99
Magical Drop	$23.99	Wicked Surfing	$23.99
Magical Tetris Challenge	$23.99	Worms Armageddon	$23.99

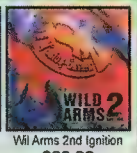
PC Windows

100 Years of Field & Stream	$77.99	Mission Impossible	$24.99
1602 AD	$31.99	MLB ESPN: Sports Center	$15.99
Anachronox	$33.99	MTV Music Generator	$26.99
Blaze and Blade	$24.99	No Fear Mountain Biking	$26.99
Boarder Zone	$25.99	Official Formula 1 Racing '99	$22.99
Cabelas Big Game Hunter 3 Exp. Pack	$17.99	Operational Art of War: Elite Edition	$38.99
Dark Reign 2	$38.99	Operational Art of War: War Game of the Year	$26.99
Dawn of War	$21.99	Pro 18: World Tour Golf	$35.99
Die Hard Trilogy 2	$36.99	Risk 2	$32.99
Dukes of Hazzard	$21.99	Silent Hunter 2	$40.99
Extreme Drag Racing	$15.99	Soldier of Fortune	$44.99
Giants	$44.99	Star Trek Armada	$44.99
Half Life Team Fortress	$42.99	Star Trek: Klingon Academy	$44.99
Hired Guns	$37.99	Star Trek: New Worlds	$44.99
Imperial Conquest	$40.99	Star Wars: Force Commander	$37.99
Imperium Galactica 2	$35.99	Super Hornet F-18	$41.99
Le Mans	$24.99	Team Fortress / Half Life Squadron	$42.99
Magic the Gathering: Gold	$23.99	Test Drive Cycles	$24.99
Metal Fatigue	$38.99	Wings of Destiny	$37.99

Import Music

Shenmue Orchestra **$19.99**


Final Fantasy 8 Arranged **$39.99**



Wil Arms 2nd Ignition **$23.99**

Bust a Move 2 Original	$23.99	Final Fantasy 6 Grand Finale	$19.99
Chrono Trigger Orig. 3CD	$42.99	Ghost in the Shell Anime Orig.	$28.99
Dracula X PS Original	$14.99	Panzer Dragoon Azel Complete 2 CD	$39.99
Dragonball & Dragonball Z	$48.99	Sailormoon Song Box 6CD	$62.99
Evangelion S2 Works 6CD	$72.99	Xenogears Original 2CD	$29.99

MDK 2
U.S. Dreamcast
$42.99

Tron Bonne
U.S. PlayStation
$30.99

Cyber Tiger
U.S. Nintendo 64
$46.99

Ultima Ascention
Windows
$38.99

At gamecave.com you'll not only find the best deals on the hottest video games, import music, action figures, DVD, and more, you'll also find product descriptions, screenshots, codes, movies and more. Visit today for the ultimate in online shopping!

Looking 4 More?

Visit Our Web Site: www.gamecave.com

TOMB RAIDER: THE LAST REVELATION

MANUFACTURER: Eidos
PLATFORM: PlayStation & PC
AVAILABILITY: $44.99, available now

It's a love-hate affair with Lara Croft. Many of us still look fondly on this buxom heroine, remembering the excitement of exploring the immense caverns of the first game or the joy of racing a snowmobile through the mountains of Tibet in the second game. Others ask, "Lara, what have you done for me lately?"

And it's true that the series hasn't shown much in the way of technological improvement since its creation over three years ago. There have been plenty of additions to gameplay: new moves, new weapons, new vehicles, and of course, new locations. But the basic engine has remained the same in terms of appearance and control. This (especially the, ah, specialized controls) has turned away some early fans of the series.

Well, we have some good news and some bad news. The bad news is that Eidos still hasn't improved the often-frustrating controls. But the good news–and it's very good–is that the game has changed in some pretty significant ways.

TRY IT... If you're a fan of the earlier games, or of any "Indiana Jones" flick, you'll find a lot to like in *Tomb Raider: The Last Revelation.*

Most noticeable is the heightened focus on puzzle-solving. That's a very welcome change. The addition of a more versatile inventory management system helps underscore the shift from action to adventure. And with this new focus, you can expect a *huge*–and we mean huge–quest. It looks like Eidos was really hoping to close the series out with a bang. And it looks like they succeeded. ■

GIRL POWER Lara Croft reveals more secrets in the newest *Tomb Raider* game.

RESIDENT EVIL 3: NEMESIS

MANUFACTURER: Capcom
PLATFORM: PlayStation
AVAILABILITY: $44.99, available now

TRY IT... Try playing *Nemesis* alone, in the dark, with the volume turned way up. Then tell the nice men in white we said "Hi" when they come to take you away.

Time to get scared all over again. Way back in the early days of PlayStation, Capcom released a sleepy little title called *Resident Evil.* Little did they know that their spooky B-movie-style game would spawn its own genre ("survival horror") and a host of sequels, updates, spin-offs and merchandising. Now the third story has been told, and it does the series justice in every way.

Calling this game *Resident Evil 3* was a bit misleading: The story actually begins before the start of *Resident Evil 2*, and it parallels that story in certain areas. This means that you occasionally find yourself revisiting the scene of your previous adventure. Does that make *Nemesis* any less exciting? Hell no!

The game is simply packed with lots of jump-out-of-your-chair surprises, the kind that put you a bit on edge when you're sitting in your basement in the middle of the night. And Capcom has upped the ante in terms of enemies: Not only can there be more zombies on screen at any given moment, you can also expect the arrival of the Nemesis monster any time, any place. You'll encounter this hulking behemoth far more than you'd like, and in many instances you'll be forced to make a quick choice when you do.

The graphics are the best in the series, and a few other additions (like the ability to turn 180 degrees instantly) make the game more polished overall. But then, we should expect no less from the company that created "survival horror." A terrifying treat. ■

TAKE UP RESIDENCE Man, that Jill chick's a lot prettier in *Nemesis* than in the first *RE* game.

MORE

DONKEY KONG 64

MANUFACTURER: Nintendo
PLATFORM: Nintendo 64
AVAILABILITY: $59.99, available now

Prepare for more monkey business.

Nintendo has released the latest sequel in one of their most enduring series, and it's by far the biggest adventure yet. It may actually be more accurate to call this game *Donkey Kong Country 64*, as it is based off the *DKC* games far more than the original *Donkey Kong*.

You play one of five different characters in this giant quest: Donkey Kong himself, his perennial sidekick Diddy Kong, the lumbering Chunky Kong, the limber Lanky Kong and the diminutive Tiny Kong. Each of these characters enjoys a different set of skills to help players navigate through the immense worlds.

If you were a fan of Nintendo's *Banjo-Kazooie*, the gameplay in *DK64* will seem very familiar: You (and your simian friends) need to explore every inch of the game's giant levels in order to collect golden bananas, regular bananas, medals, coins, blueprints, fairies, crowns and boss keys. And the excellent graphics (aided by the included RAM pack) really have no superior on the N64. Plus, with the diverse level objectives and wide selection of mini-games (like land- and water-based racing, and even head-to-head *GoldenEye*-style competition), there's enough variety to keep even the most jaded 3-D platform veteran interested.

TRY IT... If you got into *Mario 64* or especially *Banjo-Kazooie*, you'll go bananas for *Donkey Kong 64*.

While the camera may have issues from time to time, this is all but expected in this kind of 3-D game. So in spite of its similarity to previous Nintendo titles, *Donkey Kong 64* is one game that's easy to go ape over. ■

GOIN' APE! Need personal groomin'? Ask Donkey Kong. He's such a neat freak.

webline

IT CAME FROM THE WORLD WIDE WEB

www.dangergirl.com

Check in here regularly to learn about updates on the game, the film, the comic, and everything DG.

www.whatisthematrix.com

Get info about the film, the comic, behind-the-scenes development, and even a nifty Matrix screen saver!

www.hampsterdance.com

Sure, it's misspelled, but it's all part of the charm. There's really no explaining this site, nor its sister site...

www.jesusdance.com

...you just have to see them for yourself.

www.iwon.com

If you have to use a portal to collect your news and horoscopes and search engine all in one place, why not use one that gives you the chance of winning $10,000 every day?

www.capcom.com/games/resevil

Tips, hints, background info and tasty tidbits to help you get Evil.

www.n64shooters.com/dk64/

Start monkeyin' around with this site that provides info on all things Donkey Kong. But beware of flying feces! ■

CHEATSHEET

SPECIAL MOVES & SECRET CODES

CROSSOVER GOODNESS

Check out these hidden characters in *Marvel vs. Capcom* for the Dreamcast. In order to save space, U represents Up on the pad, D is Down, etc.

Shadow Lady: Highlight Morrigan, then press U, R, R, D, D, D, D, L, L, U, U, U, U, R, R, L, L, D, D, R, R, D, D, L, L, U, U, R, R, U, U, L, L, D, D, D, D, D. Shadow Lady will appear below Gambit.

Gold War Machine: Highlight Zangief, then press L, L, D, D, R, R, D, D, L, L, U, U, U, U, R, R, L, L, D, D, D, D, R, R, U, U, L, L, D, D, R, R, U, U, U, U, U. Gold War Machine will appear above Zangief.

Lilith: Highlight Zangief, then press L, L, D, D, R, R, U, U, D, D, D, D, L, L, U, U, U, U, R, L, D, D, D, D, R, U, U, U, U, L, L, D, D, D, D, R, D. Lilith will appear below War Machine.

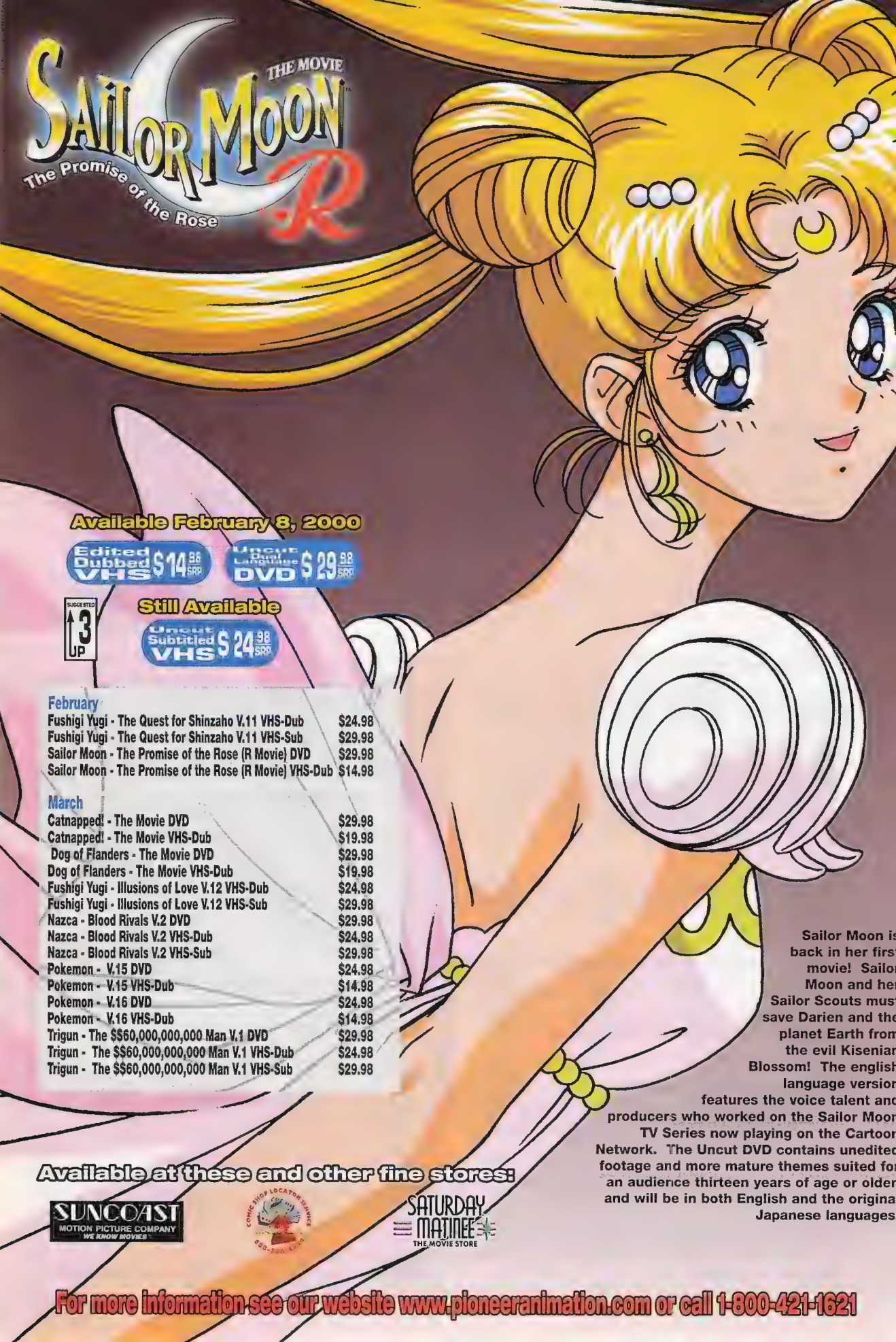
Red Venom: Highlight Chun-Li, then press R, D, D, D, D, L, U, U, U, U, R, R, D, D, L, L, D, D, R, R, U, U, U, U, L, L, U. Red Venom will appear above Chun-Li.

Roll: Highlight Zangief, then press L, L, D, D, R, R, D, D, L, L, U, R, U, U, R, R. Roll will appear to the right of Mega Man.

THE FORCE IS STRONG WITH THIS ONE

Here's how to really get inside *Star Wars: Episode I–The Phantom Menace* for PlayStation:

At the main menu, highlight Options, then press Triangle, Circle, Left, L1, R2, Square, Circle, Left. Then hold L1 and Select and Triangle together to open up an exhaustive cheat menu.

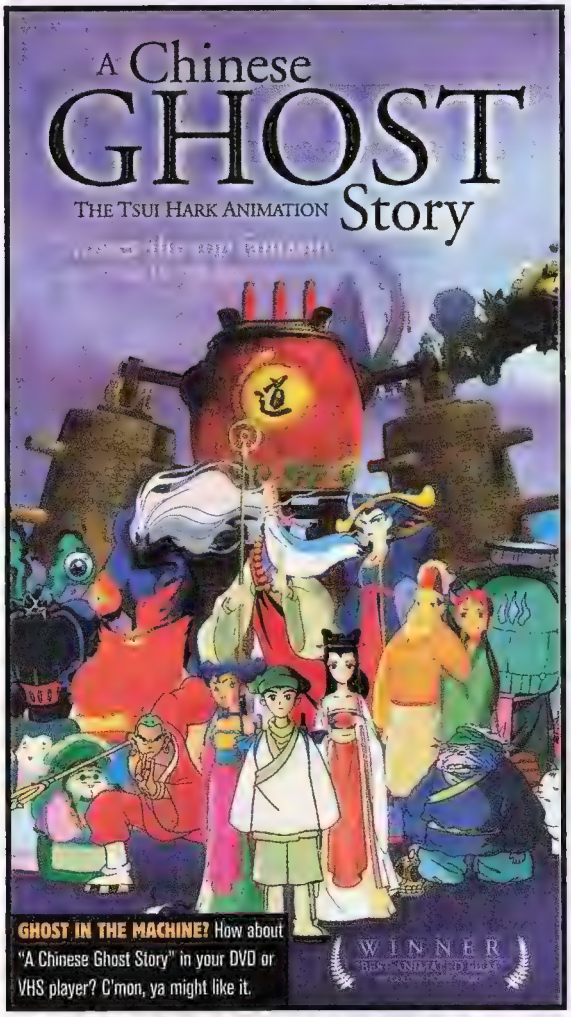

THE MOVIE
SAILOR MOON R
The Promise of the Rose
Available February 8, 2000
Edited Dubbed VHS $14.98 SRP
Uncut Dual Language DVD $29.98 SRP
SUGGESTED 3 UP
Still Available
Uncut Subtitled VHS $24.98 SRP
February
Fushigi Yugi - The Quest for Shinzaho V.11 VHS-Dub $24.98
Fushigi Yugi - The Quest for Shinzaho V.11 VHS-Sub $29.98
Sailor Moon - The Promise of the Rose (R Movie) DVD $29.98
Sailor Moon - The Promise of the Rose (R Movie) VHS-Dub $14.98
March
Catnapped! - The Movie DVD $29.98
Catnapped! - The Movie VHS-Dub $19.98
Dog of Flanders - The Movie DVD $29.98
Dog of Flanders - The Movie VHS-Dub $19.98
Fushigi Yugi - Illusions of Love V.12 VHS-Dub $24.98
Fushigi Yugi - Illusions of Love V.12 VHS-Sub $29.98
Nazca - Blood Rivals V.2 DVD $29.98
Nazca - Blood Rivals V.2 VHS-Dub $24.98
Nazca - Blood Rivals V.2 VHS-Sub $29.98
Pokemon - V.15 DVD $24.98
Pokemon - V.15 VHS-Dub $14.98
Pokemon - V.16 DVD $24.98
Pokemon - V.16 VHS-Dub $14.98
Trigun - The $$60,000,000,000 Man V.1 DVD $29.98
Trigun - The $$60,000,000,000 Man V.1 VHS-Dub $24.98
Trigun - The $$60,000,000,000 Man V.1 VHS-Sub $29.98
Sailor Moon is back in her first movie! Sailor Moon and her Sailor Scouts must save Darien and the planet Earth from the evil Kisenian Blossom! The english language version features the voice talent and producers who worked on the Sailor Moon TV Series now playing on the Cartoon Network. The Uncut DVD contains unedited footage and more mature themes suited for an audience thirteen years of age or older and will be in both English and the original Japanese languages.
Available at these and other fine stores:
SUNCOAST MOTION PICTURE COMPANY WE KNOW MOVIES
COMIC SHOP LOCATOR SERVICE
SATURDAY MATINEE THE MOVIE STORE
For more information see our website www.pioneeranimation.com or call 1-800-421-1621

manga MANIA!

COOL JAPANESE COMIC AND ANIMATION STUFF YOU'LL WANT TO BUY...

Whew! Christmas is finally over. That means you can start getting yourself presents you really DO want, like these January-shipping anime and manga products! Yippee! Remember, all manga is in black and white unless we say so, capice? Also, see if that $50 Christmas gift certificate at the Pottery Barn is redeemable at your local comic store. It never hurts to ask.

BY TOM ROOT



GHOST IN THE MACHINE! How about "A Chinese Ghost Story" in your DVD or VHS player? C'mon, ya might like it.

HARK! THE HERALD ANGELS SING

The digital revolution is here! And just in time. You can pick up the DVD of the much-ballyhooed "A Chinese Ghost Story: The Tsui Hark Animation" from acclaimed Hong Kong director Tsui Hark and enjoy the story of Ning and his true love Shine in not one, not two, but three different languages: English and the Chinese dialects of Cantonese and Mandarin. Get it from Viz for $29.98 on DVD, or English-dubbed or subtitled on VHS for $19.98. Get with the times, all you VHS freaks.

IMMORTAL COMBAT

Sometimes you do a bad thing and want to hide it. Like when you drink a little too much punch at the office Christmas party and end up watering the boss' desk (sorry, Gareb). Or if you're a simple mask maker in feudal Japan with a violent past you're desperate to keep from your son. You can read all about the second scenario in the *Blade of the Immortal: On Silent Wings II* trade paperback by Hiroaki Samura from Dark Horse (184 pags, $14.95). And let's just keep that first scenario our little secret, shall we?

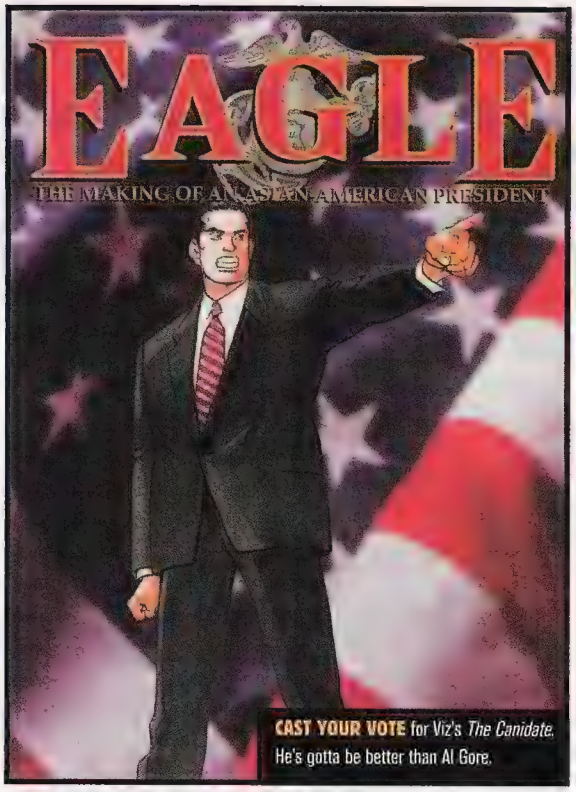
SHARPEN YOUR BLADE and your senses by reading *On Silent Wings II*.

manga MANIA!

MY DEAR, I DON'T GIVE A GUNDAM

OZ sucks. OZ is oppressing us! OZ is putting "Ally McBeal" on TV not once, but twice a week! Good thing a group of rebels has constructed advanced mobile suits out of the super-metal gundanium–now they're going to take these Gundams and battle the evil OZ overlords! You go, Gundams! You can pick up the 48-page manga *Gundam Wing #1* from Mixx Entertainment for a mere $2.95. Carpet-bomb "Ally" for us, Gundams!

DON'T LOOK NOW but that robot behind you looks a lot like a Transformer.



CAST YOUR VOTE for Viz's *The Canidate*. He's gotta be better than Al Gore.

THE EAGLE HAS LANDED

Ken Yamaoka could very well be the first-ever Asian-American President of the United States! Of course, it could all hinge on information uncovered by young Japanese investigative reporter Takashi Jo. *Eagle Volume 1: The Candidate*, a 14-part manga by Kaiji Kawaguchi, will wrap up its run just as a new U.S. President is inaugurated! Neat, eh? It's $6.95 for 112 pages, and it's from the spin doctors at Viz.

UH-OH! BETTER GET MAKO!

It's a teen-aged love triangle between high school freshman Mako, her first love Yo and the new punk on the block, Ryu. Teen love triangles? What the hell? Well, it's the first entry in CPM Manga's new *shûjo* (girls) comics line, the *Call Me Princess Vol. 1* graphic novel by Tomoko Taniguchi. Check out this 208-page, $15.95 love story and find out what the other half is reading.

JUST WHAT WE NEEDED a Dru-ish princess. Uh, sorry, wrong Princess.

HOTIMPORT!!

THE COOLESET, BESTEST THING COMING ACROSS THE OCEAN

MAMA MIMA! Someone's stalking this hottie crooner, and we can't blame 'em!

BLUE HARVEST

Mima's a superstar singer on a career downturn. She's taken a role on a TV soap opera, but getting a handle on her character's emotional scars is taking its toll. And it doesn't help when her friends and co-workers start getting murdered. "Perfect Blue" is a highly-acclaimed 80-minute feature, available Stateside on VHS thanks to Manga Entertainment in either the unrated director's cut (subtitled or dubbed) or the R-rated version (dubbed only). A DVD with special extras is also available. Hang in there, Mima!

POINTING THE WAY to a really hot manga girl? Just follow the Crossbow.

THAT'S ALL SHIROW

Remember our previously established rules about how Masamune Shirow is the shepherd, and we are the sheep? Well, here's another chance to prove your worth to the master: it's a Crossbow statue from *Intron Depot 2: Blades*! It's pre-painted, pre-assembled and comes to the States courtesy of Toycom. Okay, okay, so it's $159.99–but remember the rule, dammit! You've gotta follow the rule!

ANGEL OF MY EYE No wonder Kia Asamiya's is Japan's Picasso. Check out his art!

KIA TO MY HEART

Kia Asamiya's the dance sensation that's sweeping the nation. Now you can slap a huge 24 X 36-inch full color print from Asamiya's CPM Manga series *Dark Angel* on your wall and boogie down! The print features five characters from *Dark Angel* (Dark, Kyo, Bee, Shiki and Setsuka), it's limited to 1,000 copies and each print is signed by Asamiya himself! Pick it up for $69.95 from Fanboy Entertainment. And if that weren't enough, Fanboy's also offering Dark Angel T-shirts featuring the series' Red Phoenix symbol on the front and Dark and Kyo on the back for $17.95. Kia will thank you.

manga MANIA!

NOA THANK YOU

Noa's a cutie. She's also a Labor pilot with a life full of action and adventure, making her a ripe interview subject for an award-winning (some would say "muckraking") reporter in search of a story! In "Patlabor: The Mobile Police Vol. 9" from U.S. Manga Corps, you'll get this and more over the course of six episodes–that's 150 minutes of anime! Get it subtitled for $29.99 and get undercover with Noa.

GOIN' MOBILE in a powerful, gigantic robot? That's the only way to travel.

YIKES! Pardon this caption, but we're still wiping drool off our chins.

SNAP TO IT!

Robots. We need more robots. So everyone prepare to write a thank-you letter to Toys R Us, which is now offering cool, snap-together Mobile Suit Gundam Wing models/action figures on their toysrus.com Web site! Don't worry, you don't need glue–just a couple snaps and your colorful Gundam is ready to whomp the crap out of your other toys. Visit the website for ordering info, 'cause you can only get 'em online or in select California stores.

ASSEMBLY REQUIRED but fergit the glue. This baby snaps together 1-2-3!

CHITTY CHITTY, LANG LANG

What's better than one 18 X 20-inch Steam Detectives print? Why, being Catherine Zeta-Jones' love monkey, of course! Er...we mean, two 18 X 20-inch Steam Detectives prints! Heh heh. Yep, the lovely folks at Fanboy Entertainment are offering a set of two prints from Kia Asamiya's hit manga series: the lovely and virtuous Ling Ling, clad all in white; and the evil Lang Lang clad all in black! Get 'em for $60, then choose sides. Sorry, Catherine.

YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

Manga Mania
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

SILENT MÖBIUS

The popular new series comes to America!

Based on the hit comic by Kia Asamiya!

Monthly release, beginning in February.

English Language SRP $19.98

English Subtitled SRP $24.98

Silent Mobius © STUDIO TRON • KADOKAWA SHOTEN / BANDAI VISUAL • SOTSU AGENCY • TV TOKYO

The Fate of the World Rests in the Hands of These Women!

Raising Anime to the Next Level

BANDAI ENTERTAINMENT YEAR 2000 RELEASES

Available January 2000

- **Cowboy Bebop:** Jamming with Edward (Vol. 5)
- **Outlaw Star:** Advance Guard from Another World (Vol. 7)
- **AWOL:** Trembling With Discord (Vol. 3)
- **AWOL:** The Silent Scream (Vol. 4)
- **Ambrosia 98:** Ambrosian Days II (Vol. 4)
- **Eat-Man 98:** Mega Mix (Vol. 5)
- **Ehrgeiz:** Conflicts (Vol. 3)
- **Don't Leave Me Alone Daisy:** Friends and Lovers (Vol. 6)

Available February 2000

- **Silent Mobius:** Decisions (Vol. 1)
- **Cowboy Bebop:** Jupiter Jazz (Vol. 6)
- **Outlaw Star:** The Seven Emerge (Vol. 8)
- **Ehrgeiz:** Intentions (Vol. 4)
- **AWOL:** Unaccompanied Grounds (Vol. 5)
- **Eat-Man 98:** The Farcical Dream (Vol. 6)
- **Don't Leave Me Alone Daisy Collector's Box Set**
- **Eat-Man 98 Collector's Box Set**

Available March 2000

- **Brain Powered:** Meetings and Partings (Vol. 1)
- **Silent Mobius:** Tokyo Underground (Vol. 2)
- **Cowboy Bebop:** My Funny Valentine (Vol. 7)
- **Outlaw Star:** Between Life and Machine (Vol. 9)
- **Ehrgeiz:** Reactions (Vol. 5)
- **AWOL:** An Illusive Aria (Vol. 6)
- **Outlaw Star Collector's Box Set I**
- **Cowboy Bebop Collector's Box Set I**

English Language SRP $19.98 English Subtitled SRP $24.98

Available at these and other fine stores:

samgoody musicland SUNCOAST Virgin MEGASTORE TOWER RECORDS

Produced by: BANDAI entertainment

Distributed by: Pioneer

For More Information: visit www.bandai-ent.com or www.pioneeranimation.com for more details

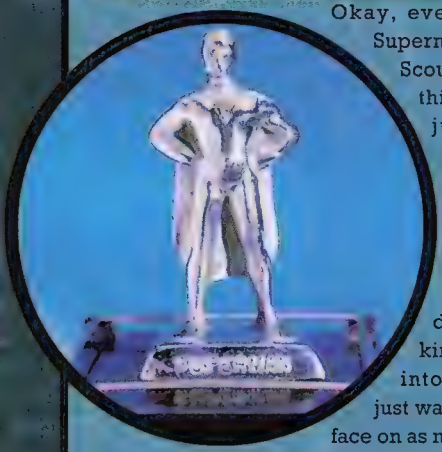
Black Bull, its logo, Gatecrasher and its logo are ™ & © 1999 Black Bull Entertainment.

BLACK BULL
1
Gate crasher
BLACK BULL

TOP 10 WORST COMIC MERCHANDISE!

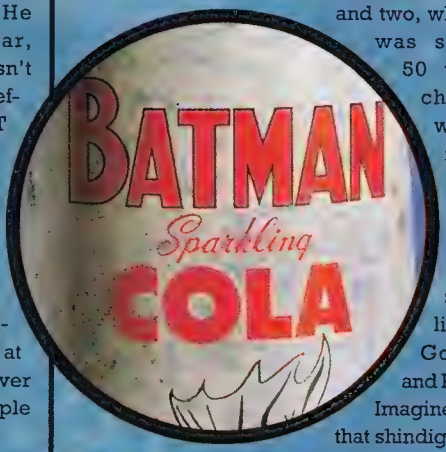
Merchandising. In comics, it's a given. When a character hits big, ya better believe there's a load o' crap coming down the pike bearing his likeness. But some crap is crappier than other crap, so for your readin' pleasure, here's a list of...

1 SUPERMAN CIGARETTE LIGHTER



Okay, everyone knows that Superman's a Big Blue Boy Scout. There's plenty of things that Superman just won't do: He doesn't swear, doesn't lie, doesn't cheat. And he definitely DOES NOT SMOKE. But back in the '40s, folks didn't take that kind of reasoning into account. They just wanted Superman's face on as much stuff as possible. Which makes sense, considering at one point during that decade, Superman was selling over one million copies a month. Of course, back then people also thought smoking was good for them. Go figure.

2 BATMAN AND ROBIN SPARKLING COLA

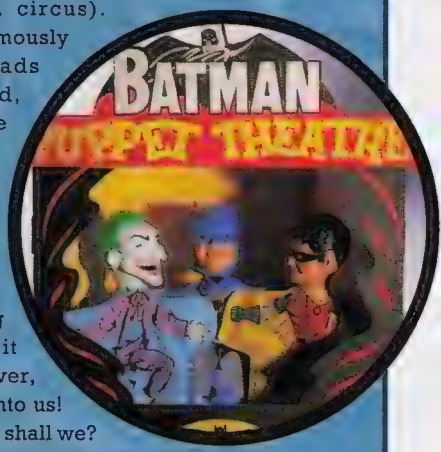


What do superheroes know about soft drinks? Not much apparently. The existence of this product explains two things about the Dynamic Duo: one, how Batman was able to stay up for all those late nights; and two, why Robin's growth was stunted for like 50 years! A hit at children's parties when it was first introduced in 1966, Batman and Robin Sparkling Cola usually goes best with some select products, like Commissioner Gordon Pork Rinds and Penguin Fish Sticks. Imagine the gas following that shindig.

3 SUPERMAN GUM

We've established how morally upstanding Superman is. (Let's forget about that whole smoking thing...) Well, this Superman gum, while probably real tasty and allowing for big bubbles, boasts that it actually strengthens your pearly whites. Yeah, modern dentistry's progressed by leaps and bounds since, but we're pretty sure they knew back then that sugar rots your teeth! Charlatans! Four out of five dentists are currently appalled.

4 BATMAN PUPPETS

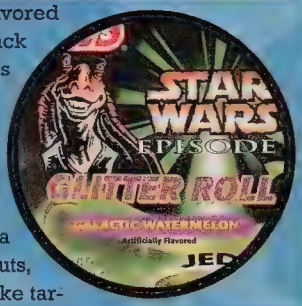


There is no toy alive today more horrifying than these Batman finger puppets. They're downright *creepy* (creepier even than those dozens of clowns piled into that funky little clown car at the Ringling Bros. circus). Sporting enormously gigantic heads and horrid, gruesome smiles, these puppets certainly don't inspire kids to grab the strings and act out Batman's daring adventures. What it does inspire, however, is the fear of God into us! Let's...uh, move on, shall we?

5 ARCHIE LOONIES

We finally figgered out why everyone's so darn chipper and happy in Riverdale—if you were breathing toxic, hallucination-inducing fumes composed of vinyl acetate, acetone and ethyl acetate plastic fortifiers, you'd have a dopey grin 24 hours a day too! Thankfully, this package sports a big warning that it's not gum (Duh!). You could ask Moose the dangers of chewing this stuff, but he's still legally brain dead.

6 STAR WARS GLITTER ROLL

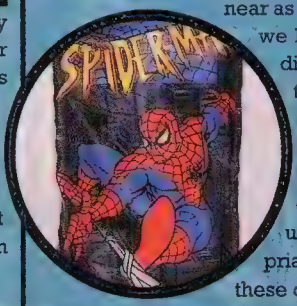


Okay, this so-called fruit-flavored (Galactic Watermelon) snack is green in color, and sports crunchy bits (of stuff) floating throughout. And it's got Jar Jar Binks, who's also green, on the box. If only we could get a guarantee that each roll contains bona fide, genuine Jar Jar glitter guts, then we'd be all over this like tartar on molars! What, tartar? Pass the Superman gum!

7 POWER RANGER LOST GALAXY PASTA

This sludge of a galactic travesty should've stayed lost. Never mind the fact that the shapes look absolutely nothing like Power Rangers, but where in the heck are those tasty, tiny meatballs? We love tiny meatballs! Someone get us some Bat Cola to drown our sorrows.

8 SPIDER-MAN UNDERWEAR



Okay, this ain't all *that* crappy of a product, but it's nowhere near as cool as those Spidey Underoos we had as kids. Who are we kidding–we still have 'em! (Although, they're a bit snug these days.)Of course, these undies are made for really little, non-potty trained kids, who have a tendency to...uh, make in their underwear. Sounds pretty appropriate, as far as Spidey's concerned these days. But that's another story...

9 OBI-WAN KENOBI HAIR BRAID

Remember back in the '80s when everyone had "tails"? Y'know, that lame haircut that lasted all of two weeks? Well, thanks to the "Phantom Menace," they're back! Only now they're called "braids" and since Obi-Wan had one, they're apparently cool. Sigh. How many synthetic fibers must die before this product is banned?

10 TINKY WINKY LIP BALM

Teletubbies scare us. Teletubbies wearing lip balm *really* scare us. These four-color abominations barely speak English, and have no discernible lips. So what the hell do they need lip balm for? And how would they even hold it, with those giant, fingerless mitts of theirs? Okay, we're officially skeeved out.

MORT OF THE MONTH

ONE LAME-ASS CHARACTER

ATARI FORCE

Atari Force was formed by the Atari Technology and Research Institute to find a new place for humans to live when Earth becomes ravaged by war and ecological devastation. Right. This, from the company whose greatest technological feat was *Super Breakout*. Sporting a lame, ethnically diverse (i.e., politically correct) cast in its first version, DC then revamped the book to sport an equally lame *alien* cast—a giant blue alien named "Babe," a mousy, thieving alien called "Pakrat" and the crazy, war-like alien "Taz" (shown at right). How original. With characters as bad as these, it's no wonder *Atari Force* wound up in video game (and comic book) hell, right next to the inventor of Colecovision. We always hated those stupid number pads!

MORTOMETER

picks

THE MUST-READ COMICS SHIPPING IN FEBRUARY

book of the month

PICK OF THE LITTER

PUNISHER #1 (OF 12)

MARVEL Bullet in the head! The Punisher, a once-bitchin' character cursed with overexposure and nearly suffocated by a hokey "undead avenger" storyline, lives again courtesy of *Preacher* nutballs Garth Ennis and Steve Dillon. "We take it right back to basics," explains Ennis. "No more angels, no more magic guns, no more glowing red eyes." Out of all the characters Ennis could write, why Punisher? "I just enjoy writing stories about a big thug with a machine gun." Mmm, smell that honesty. By Ennis, Dillon and Jimmy Palmiotti. **$2.95** (shipping February 9)

THE ADVENTURES OF BARRY WEEN, BOY GENIUS 2.0 #1 (OF 3)

ONI PRESS The dementia exhibited by a 10-year-old is always good for a few laughs. Ween continues his search for peace and quiet while government agents and peers of sub-average intelligence hound him. All brought to you by former MTV "Real World" star Judd Winick (Disclaimer: Not the guy who picked his nose and ate it). **MR. $2.95** (shipping late February)

AVENGERS #27

MARVEL Know how they should pick Avengers? Arm wrestling. Have everyone arm wrestle each other, and let the strongest guys stay on the team. I mean, who else would you want? A bunch of Avengers are dumped in this issue and a brand-new line-up emerges—you won't know who until you buy it. By Kurt Busiek, George Pérez and Al Vey. **$2.99** (Feb. 23)

BATGIRL #1

DC COMICS What's better than a Batman? A Batgirl, silly! The pointy-eared chick was a former assassin-in-training when the Dark Knight took her under his wing and taught her right from wrong and salad fork from soup spoon. In her debut issue, Batchick takes on a mercenary who will stop at nothing to settle an old score. By Kelley Puckett, Scott Peterson, Damion Scott and Robert Campanella. **$2.50** (Feb. 2)

BATMAN: DARK VICTORY #5 (OF 13)

DC COMICS You've gotta wonder if there's ever a good time to be kicking around Gotham. Even Valentine's Day offers no respite from getting robbed, beaten, or, in the case of this issue, murdered. The Holiday Killer continues his merry march towards besting Hannibal Lecter as Batman helplessly watches the body count rise. By Jeph Loeb and Tim Sale. **$2.95** (Feb. 16)

BOX OFFICE POISON #17

ANTARCTIC PRESS Mmmm...tales of lust and lechery, in comic form. Jane and Stephen are having a going-away party. Make that a going-all-the-way party, 'cause there's a lot of funny stuff going on. "This one character, Ed, is a 23-year-old virgin," says writer/artist Alex Robinson. "People have

been writing to me, clamoring to get him laid." Sounds like your typical *Wizard* staffer. Mah-Toor readers, natch. **MR. $2.99** (late Feb.)

CAPTAIN AMERICA #28

MARVEL Sometimes, if a chick winds up missing, it could be a blessing in disguise. Cap doesn't know any better, though, so he's actually running around the Savage Land looking for Sharon Carter. By Dan Jurgens, Andy Kubert and Dan Green. **$1.99** (Feb. 16)

DAREDEVIL #12

MARVEL Why protect the Kingpin? Especially if you're Daredevil? Sure, you're all heroic and stuff, but that fat tubba blubber has tried to kill ya who knows how many times. Anyway, we'll get DD's modus operandi in this issue, along with an appearance by the DD-stalking Echo. By David Mack, Joe Quesada and Jimmy Palmiotti. **$2.50** (Feb. 16)

DETECTIVE COMICS #743

DARKMINDS II #1 (OF 12)

IMAGE Nagawa is a Bot-Cop, a stooge assigned to tracking down robots who have gone awry. When a series of murders starts, his something-smells-fishy radar starts to go off. Let the trippy Japanese storytelling begin. By Ken Siu-Chong, Omar Dogan and Rob Armstrong. **$2.50** (late Feb.)

DETECTIVE COMICS #743

DC COMICS You rebuild a city from scratch, and the Mafioso goons try to take it over. Batman and the Gotham Police are all over the problem like crap on a bear's butt. Meanwhile, Whisper A'Daire and an assassin named Abbot are after Batman. By Greg Rucka, Shawn Martinbrough and Steve Mitchell. **$2.50** (Feb. 9)

newreleases

FIRST TIME OUT

ARIA/ANGELA #1 (Image) Zowie! Hot girl-on-girl action. **$2.95** (shipping late February)

BATMAN: GOTHAM CITY SECRET FILES #1 (DC Comics) Tales of Gotham City, post-No Man's Land. **$4.95** (Feb. 2)

BATMAN/DEMON: A TRAGEDY (DC Comics) An Elseworlds tale where a "Bat-Demon" maims criminals. **$5.95** (Feb. 9)

BLUE MONDAY: THE KIDS ARE ALRIGHT #1 (OF 3) (Oni Press) High schooler Bleu tracks down tickets to an Adam Ant concert. **MR. $2.95** (late Feb.)

CAVEWOMAN ODYSSEY FRONT ROW SEAT COVER #1 (Basement Comics Authentic) Cha-cha boom! Reprinting the classic Cavewoman stuff. **$8.95**–regular cover; **$12.50**–foil cover. (late Feb.)

DOCTOR GRAVE #1 (Slave Labor Graphics) Exploits of occult investigator (and sloppy drunk) Dr. Gordon Grave. **$2.95** (late Feb.)

E.V.E. PROTOMECHA #1 (Top Cow/Image) Government-issue E.V.E. puts an end to evil. Just like D.A.R.Y.L. **$2.50** (late Feb.)

FAR WEST VOLUME 2 #1 (OF 4) (Antarctic Press) Bounty hunter Meg and talking-bear sidekick Phil take on bullies in the Old West. **MR. $2.99** (late Feb.)

JLA: CREATED EQUAL #1–#2 (DC Comics) Ev'ry man on Earth dies, except two–Superman and Lex Luthor. Lesbianism abounds! (#1, Jan. 19; #2, Feb. 16)

LADY DEMON #1 (Chaos! Comics) The busty lass copes with her newfound humanity. First step: support garments. **$2.95** (late Feb.)

KIN #1 (Top Cow/Image) Damn, Gary Frank draws his women hot. In this debut ish, the last surviving Neanderthal stirs up some trouble. **$2.95** (late Feb.)

RING OF THE NIBELUNG: RHINEGOLD #1 (OF 4) (Maverick/Dark Horse) P. Craig Russell shows that Marvel doesn't own all that Norse stuff. **$2.95** (Feb. 2)

SAIN ANGEL PREVIEW (Image) Get a sneak peek at this fantasy/adventure extravaganza. **$2.95** (late Feb.)

SCARY GODMOTHER: WILD ABOUT HARRY #1 (OF 3) (Sirius Entertainment) Harry the Werewolf decides to stop mooching off his 'rents. **$2.95** (late Feb.)

SERGIO STOMPS STAR WARS (Dark Horse) Sergio Aragonés farts on the Force! **$2.95** (Feb. 2)

SEPULCHER, QUEEN OF THE DEAD #1 (OF 4) (Illustration Studio) Evil Reverend tries to sacrifice innocent teen, Queen of Dead stops him. **MR. $2.99** (late Feb.)

STAR TREK: ALL OF ME (WildStorm /DC) Classic Kirk-Spock-McCoy shenanigans. Guest-starring Steve Martin! **$5.95** (Feb. 23)

TODD McFARLANE PRESENTS: THE CROW MAGAZINE #1 (Image) Stan Lee ain't got nothin' on Todd and Spawny. Excelsior! **$4.95** (late Feb.)

VAMPIRELLA & PANTHA: HELL'S ANGELS #1 (Harris Comics) Vampi winds up in the '60s, courtesy of Lady Death. **$2.95** (late Feb.)

WEIRD WAR TALES SPECIAL #1 (DC Comics) Nutty writers (Garth Ennis being a given) contribute to this anthology. **MR. $4.95** (Feb. 23)

SCARY GODMOTHER: WILD ABOUT HARRY #1

MR TITLES DENOTED WITH AN MR CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS. ALL DATES SUBJECT TO CHANGE.

FATHOM #11

TOP COW You'd think living in the ocean would be relaxing. But just as Aspen is recuperating from her battle with Killian, a slightly malevolent stranger starts to cause all kinds of trouble. He keeps babbling something about a sea monster. By Michael Turner, Bill O'Neil and Joe Weems. **$2.50** (late Feb.)

EARTH X #12 (OF 12)

MARVEL It's the end of *Earth X*—but it ain't! This ish sees the Celestials come back to Earth to square off against a Marvel hero. Over in Asgard, Loki is just begging to be killed—literally. And the results of the Cap/Skull showdown are revealed. Don't let that 12-out-of-12 bit fool ya: This mega-story wraps up next month in the double-sized *Earth X #X*. By Jim Krueger, John Paul Leon, Bill Reinhold and Alex Ross. **$2.99** (Feb. 9)

GATECRASHER #2 (OF 4)

BLACK BULL ENTERTAINMENT Because our publisher demanded it, again, we'll tell you what's in store for *Gatecrasher #2*—again! One hero standing alone to save the world! The expert verbiage of Mark Waid! The curvilicious lines of Amanda Conner! Jimmy Palmiotti's expert tracing! Waffles! Damn, them's good eats! By Waid, Conner and Palmiotti. **$2.50** (Feb. 23)

EARTH X #12

HITMAN #48

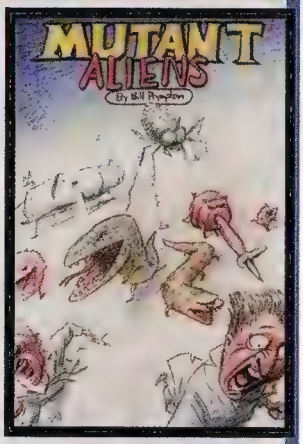
DC COMICS Sean's gonna give these whippersnapper hitmen some lessons in how to off a guy and do it right. Tommy, being wounded and all, ain't got much to say about it. "We're in the middle of a storyline called 'The Old Dog,'" explains writer Garth Ennis. "Sean is a kind of father figure in Tommy's life. He's the barman in his local bar." By Ennis, John McCrea and Garry Leach. **$2.50** (Feb. 23)

ontheedge

OFF THE BEATEN PATH

MUTANT ALIENS

NBM



The life of an astronaut's daughter is not an easy one. There's always a chance your old man could get lost in space and presumed dead, sending your life into a downward spiral of despair. Worse yet, he could return pissed and with a spaceship full of violent aliens. Such is the premise behind cartoonist Bill Plympton's new graphic novel that previews his upcoming feature-length film...yeah, like that'll ever see the light of day. It seems as if the government wanted Dad's mission to fail...but why? It seems as if publisher NBM wants this comic to fail...but why? By Plympton. **MR. $12.95** (shipping late February)

JLA #40

DC COMICS The JLA ain't no "rescue a cat out of a tree" kind of group. They're more into stopping a world-dominating, megalomaniac wannabe like Mageddon. The Flash, having come from an unpleasant trip from the edge of reality, might have the answer that would stop him. Our Hero. Sigh. By Grant Morrison, Howard Porter and John Dell. **$1.99** (Feb. 23)

JSA #9

DC COMICS Obsidian squares off against Dear Old Dad, Sentinel. What is it with kids these days? Alan "Sentinel" Scott (the original, Golden Age Green Lantern) shoulda given him a good beatin' early on. Good beatin's solve problems. By David S. Goyer, Geoff Johns, Stephen Sadowski and Michael Blair. **$2.50** (Feb. 16)

LIBERTY MEADOWS #7

INSIGHT STUDIOS If you're feeling down, there ain't nothing better than good, old-fashioned talking animal comics to lift those spirits. The residents of Liberty Meadows probably think their critters talk too much, though. By Frank Cho. **$2.95** (late Feb.)

PREACHER #60

VERTIGO/DC The clock continues to tick for one of comicdom's most admired series, and writer Garth Ennis isn't the least bit sappy about it. "I'm bringing together all the threads to finish it up in August," he says. "This is where the story ends, really. This is all there is to it. *Preacher* is not really designed to last. It's supposed to tell one story, then finish." This ish, Starr is hurtin' and some shady deals are being made. By Ennis and Steve Dillon. **MR. $2.50** (Feb. 2)

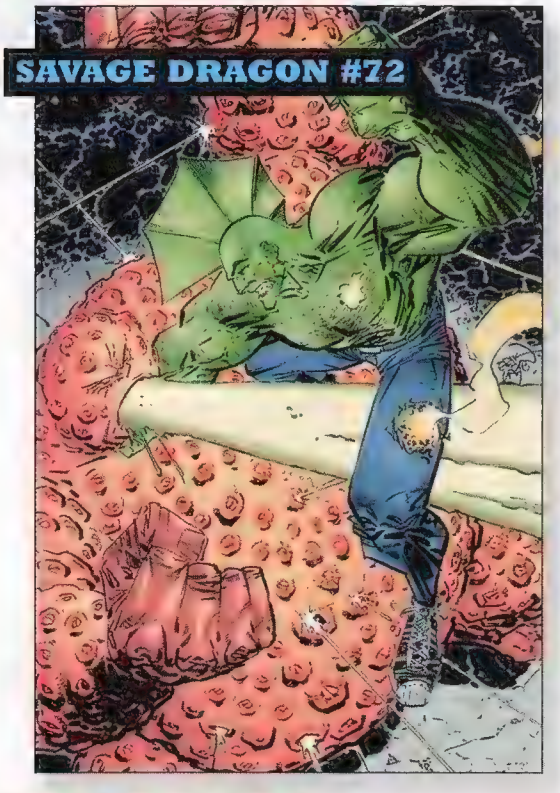
ROBIN #75

DC COMICS Hyper-active young men with hormones a-ragin'? The last place they want to be is boarding school. We mean, you could turn out funny, or something. That's the

least of Tim Drake's worries, though. He's busy formulating a way to go out and smash heads without the Dean catching him. Say hello, skateboard! By Chuck Dixon, Pete Woods and Jesse Delperdang. **$2.95** (Feb. 16)

SAVAGE DRAGON #72

IMAGE Either the Dragon ate too much salsa, or...nope! Cesspool is back! The fecal-sprinkled creature returns to give Dragon a run for his Garden Scents and to threaten the end of the world. He might be serious. By Erik Larsen. **MR. $2.95** (late Feb.)



SIN CITY #8 (OF 9)

MAVERICK/DARK HORSE Want the three words that would convince you NOT to pick up this penultimate issue of *Sin City*? "Male Frontal Nudity." There. You've been warned. Is there a draft in here? By Frank Miller. **$2.95** (Feb. 16)

SPIDER-GIRL #19

MARVEL This ish—a series of vignettes spotlighting different characters—is all about fantasies. "Even for *Spider-Girl*, this is a weird issue," says writer Tom DeFalco. "We delve into a bunch of characters' minds, and we see how they wish life was. While Spider-Girl is in the midst of battle against the Soldiers of the Serpent, her mind is thinking about the life she really wishes she could have." Surf, sand and Zima all the way, baby. By DeFalco, Pat Oliffe and Al Williamson. **$1.99** (Feb. 9)

STAR WARS: CHEWBACCA #2 (OF4)

DARK HORSE GROOOAAAWLL!!! Chewie gets more of the spotlight. Can a little soft shoe be far behind? Maybe after we witness tales of a slaver growing all soft, a bounty hunter getting saved, and a certain young Imperial cadet refusing

alsoshipping

MORE BOOKS TO GET

AQUAMAN #66 (DC Comics) The JLA puts the kibosh on Aquaman's war against Cerdia. **$1.99** (shipping February 16)

BATMAN BOOKS (DC Comics) In *Batman: Gotham Knights* #2 (Feb. 16), Batgirl puts a stop to child slavery. Over in *Batman* #576 (Feb. 23), Batman saves a prince from naughty terrorists. **$1.99**–*Batman*; **$2.50**–*Knights*

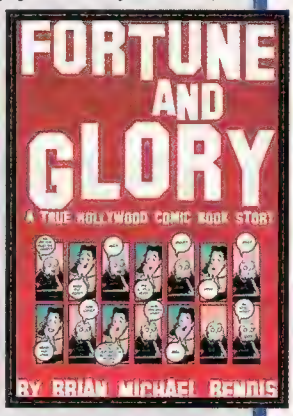
BIRDS OF PREY (DC Comics) Black Canary and Oracle feel good 'cuz they've nabbed the Joker–till they realize the giggling fop has targeted New York for a thermonuclear demonstration. **$1.99** (Feb. 16)

CAPTAIN MARVEL #4 (Marvel) Cap tries to control his "Cosmic Awareness." Oh, what a goose he is! **$2.50** (Feb. 16)

FANTASTIC FOUR #28 (Marvel) Dr. Doom might save Earth–after a nap. **$1.99** (Feb. 2)

FLASH #159 (DC Comics) Angela goes ga-ga over that sexy man in black, the Dark Flash. **$1.99** (Feb. 23)

FORTUNE AND GLORY #2 (Oni Press) Continuing writer Brian Michael Bendis' true experiences in Hollywood. **MR. $4.95** (late Feb.)



GEN13 #50 (WildStorm/DC) The traitor in their midst revealed! Let's hope it's not one of the lesbians. **$2.95** (Feb. 16)

GREEN LANTERN #123 (DC Comics) Guest starring Jade...and John Stewart...and Hal Jordan? Kyle starts to crack up. **$1.99** (Feb. 2)

INCREDIBLE HULK #13 (Marvel) An amalgam of past Hulks combine to form a New Hulk. **$1.99** (Feb. 16)

SAM AND TWITCH #7 (Image) Our boys discover what's behind all the gang-land murders. **$2.50** (late Feb.)

SPAWN BOOKS (Image) In *Spawn* #95, Pizza-Face ponders what'll happen if he loses his battle with Hell. In *Spawn: The Dark Ages* #12, Medieval Spawn helps a young girl become a killing machine. And in *Spawn: The Undead* #9, some Death Row inmates are really scared of the electric chair. Duh! **$1.95**–*Spawn*; **$2.25**–*Ages*; **$2.50**–*Undead* (All books late Feb.)

SPIDER-MAN BOOKS (Marvel) In *Amazing Spider-Man* #16 (Feb. 9), ol' Pete is living hand to mouth after cash cow Mary Jane disappears. In *Peter Parker: Spider-Man* #16 (Feb. 16), Pete has to find out if J. Jonah knows his secret identity. **$1.99 each**

SPYBOY #5 (Dark Horse) Screw "The World Is Not Enough"–check out the spy thrillas goin' on here. **$2.50** (Feb. 16)

SUPERMAN BOOKS (DC Comics) Swoosh! In *Adventures of Superman* #577 (Feb. 9), Lex Luthor surveys his shiny new Metropolis. Over in *Superman: The Man of Steel* #99 (Feb. 16), Steel and Superman battle the Cyber-Moths, out to wreak havoc on Metropolis' new look. In *Action Comics* #764 (Feb. 23), Superman saves babies from, uh, a fire. How revelatory. **$1.99 each**

THOR #22 (Marvel) Thanos is causing trouble whilst Thor battles Mangog. **$1.99** (Feb. 2)

X-MEN: CHILDREN OF THE ATOM #5 (OF 6) (Marvel) The X-Men of the early days decide whether to oppose humans or join 'em. Uh, which side are the lesbians on? **$2.99** (Feb. 16)

to torture a Wookiee prisoner. Gee, he's all heart. By Darko Macan, Dave Gibbons, Angus Mckie, Jan Duursema and Dusty Abell. **$2.95** (Feb. 16)

STEAMPUNK #1

WILDSTORM/DC "A lot of different characters, a lot of wonderful technologies, a lot of different historical figures." That's what artist and reformed broccoli-head Chris Bachalo promises of *Steampunk*, a new addition to the Cliffhanger line of snazzy books. Cole Blaquesmith awakens after a century-long sleep into a bizarre version of the 1800s. Sure, there're cool gadgets, but Bachalo warns that "the heart of *Steampunk* is a love story. That's the driving force behind this whole series." By Joe Kelly, Bachalo and Richard Friend. **$2.50** (Feb. 23)

SUPERMAN #155

DC COMICS Ain't nothin' like kicking back with the folks for some hot cocoa after a hard day of world-savin'. That's just what Supes wants to do, but that little punk Superboy is already buzzing around Smallville when he arrives! Can Clark tolerate this fly in his ear, or will he throw him into space? By Jeph Loeb, Ed McGuinness and Cam Smith. **$1.99** (Feb. 2)

STEAMPUNK #1

TELLOS #6

IMAGE The bloody battle from last issue has taken many lives, and morale is at an all-time low, especially with well-liked group member Koj on the injured reserve. "This issue reveals several answers to the mystery of our saga," proclaims writer Todd Dezago. "Mike Wieringo's artwork truly brings life to the magical world of *Tellos*. If you're not picking up *Tellos* for the sheer beauty of the artwork alone, you're missing out on a rare treat. But that's just my opinion." We'll take it. By Dezago, Wieringo and Rob Stull. **$2.50** (late Feb.)

what I'm reading

PRO PICKS

JOE CASEY

(writer of *X-Men: Children of the Atom, Deathlok*) "The ABC stuff, always. *Promethea*, *Top 10*, *Tom Strong*. Thank God it's there. *League of Extraordinary Gentlemen* is hands-down the best book of the year. Anything Alan Moore does I'm gonna jump on. *Hitman* is good fun. I know I'm looking forward to the *Punisher* series."

PHOTO BY PAUL SCHIRALDI

THUNDERBOLTS #37

MARVEL Abe Jenkins is in deep poo-poo. Those sentimental ol' Thunderbolts actually feel for their old friend a little bit, but the only way they can help is by taking out the new Beetle. That's right, it's gonna be a Volkswagen massacre! By Fabian Nicieza, Mark Bagley, and Scott Hanna. **$1.99** (Feb. 16)

TITANS/LEGION OF SUPER-HEROES: UNIVERSE ABLAZE #2 (OF 4)

DC COMICS 30th-century Earth needn't fear. No sir, even though the Titans are under mind control by Universo, the Legionnaires are duty-sworn to mop them up anyway. Writer/penciler Dan Jurgens (note: *not* the body-lotion heir) expounds: "The Legion realizes they have to go take care of Universo, while at the same time fighting his bodyguards and agents, who happen to be the Titans. As all this plays out, we find out that planet by planet, the galaxy as we know it is falling under Universo's will." By Jurgens and Phil Jimenez. **$4.95** (Feb. 9)

TOP 10 #7

WILDSTORM/DC Y'know that old mental hospital with the hole in the fence behind the middle school? That's where Alan Moore escaped from. Enter Moore's depraved mind with a cautionary tale about not murdering people in Heaven: Neopolis' deities are in a huff after one of their own is found dead. Finger pointing in this circle is not recommended. By Moore, Gene Ha and Zander Cannon. **$2.95** (Feb. 2)

USAGI YOJIMBO #36

MAVERICK/DARK HORSE "The Mystery of the Demon Mask" is finally revealed in this issue, as Usagi comes face to face with the serial killer terrorizing a village populace. Usagi also gets rescued from certain death by the mysterious ronin Kuroda. Give this book to kids from ages 8 to 80: They'll love it. By Stan Sakai. **$2.95** (Feb. 16)

WOLVERINE #149

MARVEL Adamantium, check. Claws, check. Bitchin' mutton chops, check. Healing factor, ch–What the?!? Uh-oh. The High Evolutionary has taken away Wolvie's mutant powers, and having metal laced over your bones is a little, uh, poisonous. By Erik Larsen and Roger Cruz. **$1.99** (Feb. 23)

XENO'S ARROW #7

CUP O' TEA STUDIOS Okay, here's the situation: You've got your Intergalactic Zoo of Civilization, and people presumably trying to break out of it. Captain Kobb is your hero kinda fella, and there're some Flutters who plan on zooming off on some kind of rocket ship. **$2.50** (late Feb.)

X-MEN BOOKS

MARVEL Geez, even the so-called High Evolutionary hates these slimy muties: He's going to take away all their powers! In *Uncanny X-Men* #379 (Feb. 2), he does just that. By Alan Davis, Adam Kubert and Tim Townsend. In *X-Men* #99 (Feb. 16), Bobby Drake and Hank McCoy are trapped in Genosha, sans ice and fur. By Davis and Bret Booth. **$1.99 each**

characterprofile

RAP SHEET

WOLVERINE

BUCK WILD Wolverine's most ferocious while in berserker rages. During these fits of temper, he's even a danger to his teammates–he once gutted Rachel Summers when she got in his way. (*Uncanny X-Men* #208)

MEMORIES Many of Wolverine's most trusted recollections are nothing more than memory implants. However compelling certain memories may seem, Wolvie doesn't trust much about his past before his days with Alpha Flight. (*Wolverine* #50)

NOSE KNOWS Wolverine's sense of smell allows him to track his prey through nearly any terrain. He can even smell someone's true identity, like when he recently sniffed out that bogus Charles Xavier. (*X-Men* #80)

RIGHT GUARD Strange but true: Wolverine once used Mace as a deodorant. Don't ask. (*Daredevil* #196)

HEARTBURN Wolverine's healing factor is damn powerful. In a single issue, he was dropped from a dozen stories up, impaled with a spear, then had his still-beating heart ripped outta his chest. He got better, though. (*Uncanny X-Men Annual* #11)

THE DOCTOR IS IN Wolverine's muscle control allows him to extend one claw at a time. He once shoved two claws on either side of Sabretooth's face, holding the middle one in reserve. When Sabretooth kept sassin' him, Wolvie popped the third claw, giving 'Tooth an instant lobotomy. (*Wolverine* #90)

PIG STICKER Wolverine used to think his claws were solid metal, but they're actually foot-long bone extensions of his skeleton, coated in adamantium. They can even cut through the skin of the Hulk! (*Wolverine* #75, #145)

SNIKT! Those metal sheaths on the backs of Wolverine's hands are just part of his gloves–strictly for show. The claws burst out right through his skin, not through any kind of permanent holes, and they hurt every time he does it.

HIGHLANDER Wolverine's healing factor has slowed down his aging: He could be 100 or 1,000! Whatever the number, he's old enough to have seen action in the Spanish Civil War and WWII. (*Wolverine* #35; *Uncanny X-Men* #268)

ORIGIN

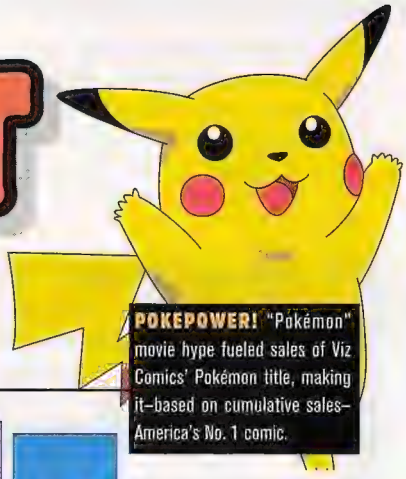
Virtually nothing is known of Logan's past before his tenure in Canada's Weapon X Program in 1964, an experiment that resulted in adamantium being fused to his skeleton. In addition to his mutant healing factor, Logan's new metallic skeleton made him virtually unkillable. After adopting the name Wolverine during his stint with Canada's superteam Alpha Flight, Logan departed for America and gained membership in the X-Men where he's faithfully served for many years. After Magneto removed the adamantium from Wolverine's skeleton, our hero finally got his unbreakable metal back when Apocalypse brainwashed him, transforming him into his Horseman, Death. Now having broken the villain's mind control, Wolverine works to redeem himself on the X-Men.

NOW APPEARING

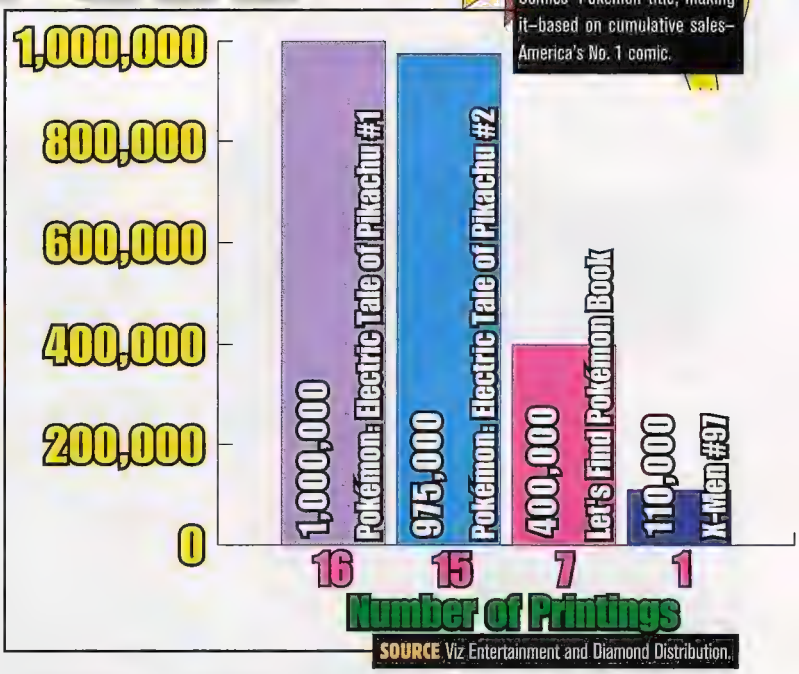
In addition to *Uncanny X-Men* and *X-Men*, Wolverine shows up every month in *Wolverine*. New writer/penciler Steve Skroce celebrates the 150th issue this March by kicking off a four-part storyline delving into Wolverine's association with Japan's Clan Yashida. "Wolverine's going to be facing a Mongolian crime family that have long been that clan's enemies," says Skroce. "Silver Samurai, of course, is the leader of the Yashida Clan, and he's usurped by this other group, so Wolverine gets dragged into it that way." Skroce promises a tale of fate and karmic debt that will be memorable for its action. "It'll be Wolverine against numerous foes, getting shot at and cut up by about fifty guys. Wolverine at his best."

COMIC MARKET NEWS AND SUCH by Lars Pearson

MARKET WATCH



POKEPOWER! "Pokémon" movie hype fueled sales of Viz Comics' Pokémon title, making it–based on cumulative sales–America's No. 1 comic.



SOURCE Viz Entertainment and Diamond Distribution.

LARA DIGS IN

Fans ransack Tower Records for variants

Lara Croft can research our relics anytime.

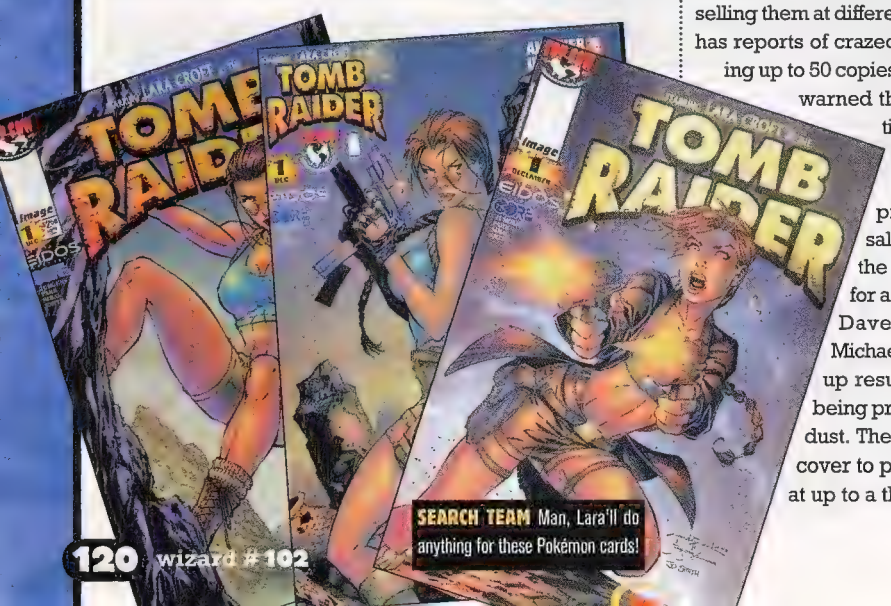
We hope nobody was surprised that the *Tomb Raider* comic climbed to the top of the comic book pyramid. With the video game doing buck-nuts sales, Tomb Raider action figures trading briskly and Lara Croft look-alikes hogging the convention circuit, the *Tomb Raider* comic was a sales wildfire. In fact, when you factor in direct-market sales, mail-order promotions and newsstand sales, the comic booked to the tune of 300,000 copies sold—decisively the top-selling comic of 1999.

But then came the (almost mandatory, it seems) wave of variants, causing a secondary market brushfire. And if you're reeling from the sheer scope of the variant covers, let's break 'em down:

• **Tomb Raider #1 (Tower Records edition)**—Pumping *Tomb Raider* comics into Tower Records stores stands as one of the savviest comic book marketing moves of 1999—and something fans are fighting for. Publisher Top Cow had *Tomb Raider* artist Andy Park draw a variant cover for the Tower version, and Park's work was enhanced by a gold-foil logo (20,000 copies) and a much more rare holofoil logo (5,000 copies). Online, the gold-foil edition brings home about $15, while the holofoil runs as high as $35.

By the way, the good news is that many Tower stores got confused and are retailing the gold and holofoil versions together at either $2 or $3—when they're supposed to be selling them at different prices. The bad news is that the Cow has reports of crazed hoarding, with some collectors buying up to 50 copies of the Tower books. Consider yourself warned that the Cow's doing the same promotional deal with *Tomb Raider* #2, so you'd best get shakin'.

• **Tomb Raider #1 (regular)**—A printing snafu won the Cow additional sales—and they're laughing all the way to the bank. *Tomb Raider* #1 was scheduled for a three-way cover split, with art by Park, Dave Finch (*Ascension*) and the red-hot Michael Turner (*Fathom*). Unfortunately, a mix-up resulted in Park's *Tomb Raider* #2 cover being printed while Turner's drawing collected dust. The Cow deliberated and sent the Turner cover to press, then allowed retailers to order it at up to a third of their *Tomb Raider* #1 order. So



SEARCH TEAM Man, Lara'll do anything for these Pokémon cards!

yes, there are now *four* covers (two Parks, a Finch and a Turner) printed on equal ratios.

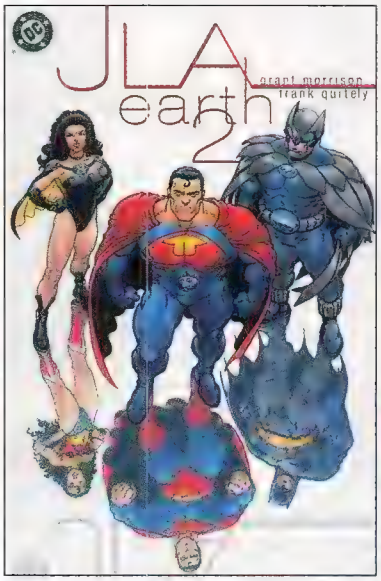
• **Tomb Raider #1 (gold retailer incentive)**—You can't mistake this variant of the initial Park cover—it's so gold, we could melt it down and make C3PO out of it. It's nice, but not that unique from other Cow retailer goodies, so it gets $25.

• **Tomb Raider #1 (Another Universe editions)**—Did you just say there weren't enough variants? Well, here's an exclusive Park cover for AU, and sure enough, there's one regular cover and one gold foil.

HARD TIME

The harder they come, the harder your wallet's gonna fall.

It can't escape your attention that more marketing's being lavished on hardback comics than ever before—especially those published by DC. Used to be comet strikes were more prevalent than hardbacks, but now hardbacks such as *Sandman: The Dream Hunters* (which *Forbes* magazine says had an initial print run of 70,000 copies) and *JLA: Earth 2* (which reportedly did even better) are currently heavily marketed, big-bucks events. For you, the comic reader, this boils down to two trends:



WHATCHOO LOOKIN' AT! A pricey book, that's what.

• **More tempting high-ticket items**—DC will not make hardbacks of schlocky Anarky or Damage stories. They'll save that for something like *JLA: Earth 2*, baiting you with a story you *must* have. Consumers will likely have to make tough choices in the days ahead.

• **Less of a collectibles market**—

PHOTOS: RUSICK, ELLIS, EVANS, JURGENS, ADAM NAGBERT, LEE, UDER, MACK, MOORE, CUESADA, PARK, ROSS, SALE, STRACZYNSKI, TURNER, WAID, YU BY PAUL SCHIRALDI, MORRISON BY BOB MARTIN, BRYAN HITCH COLORIST BRYAN HITCH, PEREZ BY BRIAN SMITH

TOP 10 CREATORS

FAN FAVORITES

These are the creators the fans crave. Creators whose name on a cover sells the book. *Wizard's* Top Ten Creators lists are derived from a nationwide retailer survey. Artists include pencilers and painters.

WRITERS

1. Alan Moore
America's Best Comics

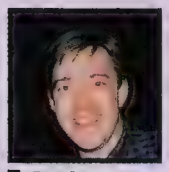
2. Kurt Busiek
Avengers, Astro City

3. Jeph Loeb
Superman, Batman: Dark Victory

4. Garth Ennis
Preacher, Hitman

5. Warren Ellis
Authority, Transmetropolitan

6. Grant Morrison
JLA



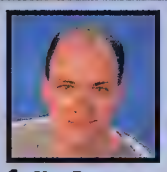
7. Dan Jurgens
Tomb Raider, Thor

8. Mark Waid
Flash, Brave and the Bold

9. J. Michael Straczynski
Rising Stars

10. David Mack
Daredevil

ARTISTS



1. Alex Ross
Earth X, upcoming: *Universe X*

2. George Pérez
Avengers

3. Michael Turner
Fathom

4. Leinil F. Yu
Wolverine, upcoming: *X-Men*

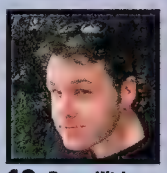
5. Joe Quesada
Daredevil

6. Adam Kubert
Uncanny X-Men

7. Pat Lee
Warlands

8. Andy Park
Tomb Raider

9. Tim Sale
Batman: Dark Victory



10. Bryan Hitch
Authority, upcoming: *JLA*

BURIED TREASURE

KEEP AN EYE OUT FOR THIS

DETECTIVE COMICS #741

Cue Jefferson Starship–Sarah, Sarah! Yes, Commissioner Gordon's lovely wife Sarah Essen Gordon takes a fatal bullet in this ish, delivered by the Joker. And so "No Man's Land," the yearlong Batman storyarc, ends. Trust us, kids–this one's a no-brainer to go up in price.

Yes, orders for this issue took a slight tick up–but given increased demand, the increase won't matter for squat. You can bet your butt DC will reprint this story–in a year or so. (As a matter of fact, the entire "No Man's Land" arc will probably be reprinted.) Until then, this issue could very soon blow a hole in your wallet, as Joker did to the lovely Sarah. ■ **LP**

Hardback sales make DC roll in money, but the books don't sing on the back market. *JLA: Earth 2* instantly sold out, but reorders should flow in with no problem. And with that book opening at $25 each, it's unlikely you'll soon pay premiums for it. That's more typical than not, suggesting that the low-printed, high-priced hardbacks—such as the original *Sandman: Seasons of Mist* HC now selling for $100—have come and gone.

MARVEL BIRTHS

They're more authentic than Pam Anderson Lee's assets—and possibly worth more.

In 1998 and 1999, if you blinked, you likely missed Marvel's sporadic releases of "Marvel Authentix" comics, depicting how various hot books were created, from raw pencils to finished comic. Think of them as "the making of" documentaries done comic-style.

The titles, which included *Daredevil* (vol. 2) #1 and *Gambit* (ongoing series) #1, each featured 7,500 copies of special black-and-white covers, sometimes with blank spaces for artists to draw on at conventions. These printed covers retailed at $6 or $7 and maybe sell for just $10.

COLOR BLIND Now, dontcha go outside them lines, boyo.

However, each Authentix comic also had a limited supply (often as low as 100 copies) of covers with original, hand drawn sketches by the books' artists—and these are skyrocketing online. It's the same principle as applies to all original art—each of those sketches are utterly unique and pencil-kissed by the artists themselves. Most retailed from $30 to $35, and Authentix of *Amazing Spider-Man* (vol.2) #1 (drawn by John Romita Jr.), *Astonishing X-Men* #1 (Brandon Peterson) and *Spider-Woman* (vol.2) #1 (Bart Sears) have already sprinted to $50 each.

But the motherload of them all is *Daredevil* (vol. 2) #1, by Kevin Smith ("Clerks," "Dogma"), Joe Quesada and Jimmy Palmiotti. Quesada penciled and Palmiotti inked the *Daredevil Authentix* covers, and what started as a $30 retail item is now a $75 sensation. It's further proof that a blind man shall lead them—start scramblin' for it.

Wizard Price Guide Manager Lars Pearson was previously robbed by international saddle thieves.

RETAILER NETWORK & V.I.P.s

RELIABLE SOURCES

Bruno Andreacchi
B.A.'s Comics & Nostalgia
121 Oxford St. East London
Ontario, Canada N6A 1T4
(519) 439-9636

Chris Barchuk
Wizard World
Rockland Center
51 E. Rt. 59
Nanuet, NY 10954
(914) 624-2224

Dave Braunstein
Eldorado Comics
2110 E. Rt. 70
Cherry Hill, NJ 08034
(609) 489-1199

Rich Conley
Heroes & Fantasies
914 Pat Brooker Road
Universal City, TX 78148
(210) 945-9884

D. Roberts & J. Walker
Legends Comics
Kentucky Oaks Mall
5101 Hinkleville Rd.
Paducah, KY 42001
(612) 822-2806

Dash Hobbeheydar &
Mark Laskowski
And Then it Rained Comics
P.O. Box 11041
Scottsdale, AZ 85271
(602) 990-9224

Steve Huber
Galaxy Comics
10 North 36th Street
Richmond, IN 47374
(765) 962-8239

Brian Kozicki & John Cathell
Buried Under Comics
188 West Middle Turnpike
Manchester, CT 06040
(860) 643-7295

Ivan Matos
Comic Connection
2128-C Fort Campbell Blvd.
Clarksville, TN 37042
(615) 572-9588

Ron McClure
American Comics and Cards
6787 Lee Highway
Chattanooga, TN 37421
(423) 490-0501

Avrom Oliver
Adventures in Comics & Games
6026 Fair Oaks Blvd.
Carmichael, CA 95608
(916) 973-9064

Jerry Ringi
Amazing Fantasy
4300 Portsmouth Blvd.
Suite 192
Chesapeake, VA 23321
(757) 465-8390

Tom Shea
TJ Collectibles
160 Main St.
Milford, MA 01757
(508) 473-5874

Steve Snyder
Central City Comics
1460 Bethel Rd.
Columbus, OH 43220
(614) 459-5045

Joel Thingvall
Nostalgia Zone
3149 1/2 Hennepin Ave. S.
Minneapolis, MN 55405
(612) 822-2806

Doug Miers
Comics Conspiracy
115 A. East Fremont Ave.
Sunnyville, CA 94087
(408) 245-6275

Stuart Wagner
Caveman
1344 E. Battlefield
Springfield, MO 65804
(417) 882-2283

Robert Scott
Comickaze Comics
& Sportscards
5615 Balboa Ave.
San Diego, CA 92111
(619) 278-0371

Nolan Wyatt
Golden Apple Comics
7711 Melrose
Los Angeles, CA 90046
(213) 658-6047

Todd McDevitt
New Dimension Comics
Units 20-21
20550 Rte. 19
Cranberry Township, PA
16066-7520
(412) 776-0433

Phil Davis
B & D Comic Shop
802 Elm St. South West
Roanoke, VA 24016
(703) 342-6642

Damon McCulloch
Comics & Comix
6135 Sunrise Blvd.
Citrus Heights, CA 95610
(916) 969-0717

Robert Letscher II
Key Comics
PO Box 3855
Scottsdale, AZ 85271-3855
(602) 949-8499

John Chrusckinski &
Bruce Ellsworth
Tropic Comics
313 S. State Rd. #7
Plantation, FL 33317

James Elkins
Comic Connection
21280 Ft. Campbell Blvd.
Clarksville, TN 37042
(615) 572-9588

David Beauchamp
Penguin Comics
3315 S. Welwood
Springfield, MO 65804
(417) 551-2051

John Graziano
Comics Plus
1383 Highway 35
Middletown, NJ 07748
(908) 706-0102

Mark Thompson
Cold Cuts
5704 Calmor Ave. #1
San Jose, CA 95123
(408) 229-0930

Jamie Graham
5 East Chicago Ave.
Naperville, IL 60540
(630) 778-0700

Mike Johnson
Golden Apple
7711 Melrose Ave.
Los Angeles, CA 90046

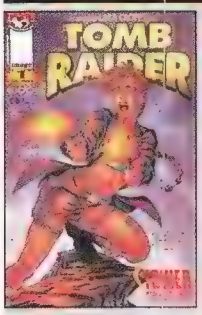
Brian Johnson
All About Books & Comics
517 E. Camelback
Phoenix, AZ 85012
(602) 277-0757

RETAILER NETWORK A-1 Book Exchange in St. Louis, Mo.; Back to the Past in Livonia, M.I.; Bali Book Store in Alphambra, Calif.; Beyond Comics in Medford, Ore.; Bob's Cards and Comics in Buzzard's Bay, Mass.; Book Barn inJoplin, Mo.; Book Trader in Minot, N.D.; Bookman's Used Books in Flagstaff, Ariz.; C & C Cards & Comics in St. Albans, W. Va.; California Card Company in Elk Grove, Calif.; Cards Coins & Comics in Davenport, Iowa; Clark's Comics in Hong Kong; Classic Comics in Philadelphia, Pa.; Classic Comics #2 in Philadelphia, Pa.; Collection Connection in Greensboro, N.C., Collector's World in Anderson, In; Comic Archives in Apple Valley, Minn.; Comic Case in Trenton, N.J.; Comic Collector in Riverside, Ill.; Comic Den in Kew Gardens, N.Y.; Comic Encounters in Terrence, British Columbia, Canada; Comic World in Lincoln, Nev.; Comics, Cards and Stuff in Ft. Myers, Fla.; Comics & Cards Trading Post in Montgomery, Ala.; Comics Direct in Niceville, Fla.; Comics Galaxy in Singapore; Comics Plus in Los Banos, Calif.; Comics Plus in Middletown, N.J.; Comics Plus in Ocean, N.J.; Comics Plus in Wanamassa, N.J.; Comics Unlimited in North Bend, Ore.; Comix & More in Chino, Calif.; Dizzy's Dugout in Collinsville, Ill.; Duncanville Bookstore in Duncanville, Texas; E + C Books in Alliance, Ohio; Emerald City Comics and Collectibles in Seminole, Fla.; Excalibur C's., CD's. & G's. in Texarkana, Texas; Fandom's Comic World of Reno in Reno, Nev.; Fun House Toys & Comics in Orleans, Mass.; Golden Empire Bookstore in Bakersfield, Ohio; Golden Unicorn Comics in Hazleton, Pa.; Gypsy Witch Comics in Staunton, Va.; Heroes and Dragons in Columbia, S.C.; Heroes & Fantasies in San Antonio, Texas; Hot Comics East in St. Paul, Minn.; Hudmar Ltd. in Marlboro, Mass.; Independent Comics in Gainesville, Fla.; J & E Cards & Comics Ltd. in Baltimore, Md.; Key Comics in Scottsdale, Ariz.; Kim's Collectible Comics in Seabrook, Md.; Lionheart in Ranchos Palos Verdes, Calif.; Locker Room in East Liverpool, Ohio; Mac's Cards in Vernon, Conn.; Marie's Books & Things in Fredericksburg, Va.; Mr. Green's Comics in Dublin, Calif.; New Age Comics in Chico, Calif.; New Time Machine in Bradentown, Fla.; Night Flight in Salt Lake City, Utah; Nostalgia Zone in Minneapolis, Minn.; 1,000,000 Comix of Idaho in Boise, Idaho; Plus Comics in Roanoke, Va.; Rangeline Comics in Indianapolis, Ind.; Rhino Supreme Comics & Cards in Ridgefield Park, N.J.; Rockabilly Comics in Beverly Hills, Calif.; Rockbottom Comics in Columbia, Mo.; Seventh Star Comics & Gifts in Florence, S.C.; Showcase Collectibles in Alpharetta, Ga.; Showcase Comics & Cards in Selden, N.Y.; Southwest Comics in Del Rio, Texas; TJ Collectibles in Milford, Mass.; Taurus Comics in Port Huron, Mich.; The Card Connection in Columbus, Ohio; The Clubhouse in Encinitas, Calif.; The Comic Shop in Oswego, N.Y.; The Drawing Board in North Plainfield, N.J.; The Gamer's Den in Washington, Mo.; The Main Event in Casa Grande, Ariz.; TNT's Comic Market in Lawrence, Kan.; Twin Book Stores in Morehead City, N.C.; Warren's Bookstore in Lecanto, Fla.; Wilson's Comics & Cards in San Antonio, Texas; Wonder CD's + C's in Montpelier, Vt.; Wonder Years in Alpharetta, Ga.; Woodland Comics & Cards in Woodland, Calif.

TOP 10 comics

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...**

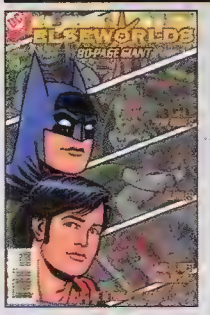
1 TOMB RAIDER #1 (TOWER RECORDS EXCLUSIVE)



WRITER: Dan Jurgens
ARTISTS: Andy Park and Jon Sibal

Lara Croft is every slobbering fanboy's dream. She's stacked, buff and likes to shoot things. Actually, she's way too intimidating for your run-of-the-mill, fanboy. On this particular exclusive ish, only 25,000 were printed, and–crap in a hat!–some of those $6-an-hour, tattooed-and-pierced register jockeys at Tower are actually putting price stickers on the cover, making mint copies almost impossible for 36-year-old, fat 'n' sweaty virgins to find. Price stickers on the cover? The horror! The horror! **LAST MONTH: NOT RATED (N.R.)**

2 ELSEWORLDS 80-PAGE GIANT #1



WRITERS: Lotsa Guys
ARTISTS: Lotsa other guys

Superbaby sucking cow udder. A mere 2,000 copies released in the U.K. Banned by the powers that be. Guess what that spells? Yep–a bloody, take-no-prisoners feeding frenzy. Every DC geek in the free world (as well as fans of udder-sucking, we guess) are selling one (sometimes two) kidneys to get enough scratch to put a copy on the mantle. Actually, comic geeks tend not to have mantles. They have stacks of milk crates doubling as furniture. Okay, okay...enough geek-bashing. **LAST MONTH: 1**

3 BATMAN: DARK VICTORY #1

WRITER: Jeph Loeb
ARTIST: Tim Sale

Another new year, another year-long Batman mystery. So, Mr. Loeb, Mr. Sale–you've come back to the scene of the crime, have you? Another Batman series, eh? Burning up the charts, eh? This is getting to be a regular winter event for you two, isn't it? Kind of like a Neil Diamond Christmas special, only it doesn't suck. **LAST MONTH: N.R.**

4 JLA: EARTH 2

WRITER: Grant Morrison
ARTIST: Frank Quitely

It's a nifty-keen "Elseworlds" take on the JLA, filtered through the whacked-out, candy-filled piñata brain of Grant Morrison. Up is down, left is right and Wonder Woman's got...loose morals. It's $24.95 a copy and still sells like hotcakes. It's drawn by a guy with the last name "Quitely" and it still sells. Just kidding, Frank. **LAST MONTH: N.R.**

5 RISING STARS #1

WRITER: J. Michael Straczynski
ARTISTS: Keu Cha and Jason Gorder

Readers love *Rising Stars*. Readers love peanut butter-'n'-jelly sammiches (especially when you get Smucker's Strawberry Preserves). Given a choice, it is our informed opinion that readers would choose *Rising Stars* over peanut butter-'n'-jelly sammiches. Unless the crusts were cut off. Then it's a whole new ball game. **LAST MONTH: 8**

6 ASTONISHING X-MEN #1

WRITER: Howard Mackie
ARTISTS: B. Peterson and T. Townsend

X-fan before reading *Astonishing X-Men* #1: "Great, another X-Men series that has nothing to do with the main books. I'm so sick of wasting money on this pointless crap. Marvel makes me so MAD!" X-fan after reading *Astonishing X-Men* #1: "Gimme gimme gimme more more more!" Be careful what you wish for. **LAST MONTH: N.R.**

7 SAILOR MOON #1

WRITER: Naoko Takeuchi
ARTIST: Naoko Takeuchi

Damn, but people love big eyes and short skirts! Particularly people in prison. The rest of us are forced to learn the names of all the Sailor Scouts lest our little brothers and sisters look at us like we were the squarest moron on Earth. Squarer than Martin Mull, even! And if you used to watch "Roseanne," you know how square that is! **LAST MONTH: N.R.**

8 LIBERTY MEADOWS #1

WRITER: Frank Cho
ARTIST: Frank Cho

All the animals are drunk and the babe is leggy. So forget for a second that it's just a collection of *Liberty Meadows* newspaper comic strips and try to find a copy, because it's in multiple printings and–okay, we admit it. We're out of *Liberty Meadows* factoids. What the hell is Liberty Meadows? **LAST MONTH: N.R.**

9 SUPERMAN #151

WRITER: Jeph Loeb
ARTISTS: Mike McKone and Marlo Alquiza

People, and by people we mean comic geeks, have been waiting a long, long time for the Superman books to be worth reading again. So when the new creative teams took over, fans did the Happy Dance and retailers underordered, and all of a sudden something weird happened: Everyone wanted a Superman comic. **LAST MONTH: 3**

10 SPEED RACER #1

WRITER: Tommy Yune
ARTIST: Tommy Yune

We realize this could make us seem "unhip" (as if we thought we were the Sultans of Cool working for a fan magazine) but the old "Speed Racer" cartoon series gave us a headache (except for the fact Speed had a monkey sidekick). This *Speed Racer* comic book, on the other hand, does not. Crappy cartoon bad. Tommy Yune good. **LAST MONTH: N.R.**

THE HIGHEST-ORDERED BOOKS FOR THE MONTH OF **DECEMBER**

TOP 100

Compiled by the *Wizard* Price Guide staff using data supplied by Diamond Comic Distributors

Cyclops and Apocalypse merge in *X-Men* #97, setting the stage for "Ages of Apocalypse."

1. X-Men #97 (Marvel)
2. Uncanny X-Men #377 (Marvel)
3. Tomb Raider #2 (Top Cow/Image)
4. Avengers #25 (Marvel)
5. Wolverine #147 (Marvel)
6. JLA #38 (DC)
7. Spawn #93 (Todd McFarlane/Image)
8. Daredevil #12 (Marvel)
9. Earth X #11 (Marvel)
10. Uncanny X-Men 1999 (Marvel)
11. Amazing Spider-Man #14 (Marvel)
12. Peter Parker: Spider-Man #14 (Marvel)
13. Fantastic Four #26 (Marvel)
14. X-Men: Children of the Atom #4 (Marvel)
15. Iron Man #25 (Marvel)
16. Captain America #26 (Marvel)
17. Batman: Dark Victory #3 (DC)
18. Detective Comics #741 (DC)
19. Thor #20 (Marvel)
20. Mutant X #17 (Marvel)
21. Rising Stars #4 (Top Cow/Image)
22. Batman #574 (DC)
23. Cable #76 (Marvel)
24. League of Extraordinary Gentlemen #5 (WildStorm/DC)
25. JSA #7 (DC)
26. X-Men: The Hidden Years #3 (Marvel)
27. Batman: Shadow of the Bat #94 (DC)
28. Batman: Legends of the Dark Knight #126 (DC)
29. Generation X #60 (Marvel)
30. X-Force #99 (Marvel)
31. Flash #157 (DC)
32. X-Men: Phoenix #3 (Marvel)
33. Hulk #11 (Marvel)
34. Nightwing #40 (DC)
35. Gambit #13 (Marvel)
36. Sin City: Hell and Back #6 (Maverick/Dark Horse)
37. Green Lantern #121 (DC)
38. Thunderbolts #35 (Marvel)
39. Crimson #15 (WildStorm/DC)
40. Tom Strong #6 (WildStorm/DC)
41. X-Men: Hellfire Club #2 (Marvel)
42. X-Man #60 (Marvel)
43. Action Comics #762 (DC)
44. Preacher #58 (Vertigo/DC)
45. Warlands #5 (Image)
46. Superman #153 (DC)
47. Bishop: The Last X-Man #5 (Marvel)
48. Pokémon: The First Movie—Mewtwo Strikes Back #1 (Viz)
49. Spawn: The Undead #7 (Todd McFarlane/Image)
50. Superman: The Man of Steel #97 (DC)
51. Titans #12 (DC)
52. Flash & Green Lantern: The Brave and the Bold #5 (DC)
53. Avengers: Domination Factor #4.8 (Marvel)
54. Spawn: The Dark Ages #10 (Todd McFarlane/Image)
55. Captain Marvel #2 (Marvel)
56. Top 10 #6 (WildStorm/DC)
57. Robin #73 (DC)
58. Adventures of Superman #575 (DC)
59. Spider-Girl #17 (Marvel)
60. Pokémon: The First Movie—Pikachu's Vacation (Viz)
61. Catwoman #77 (DC)
62. Preacher: Tall in the Saddle (Vertigo/DC)
63. Promethea #5 (WildStorm/DC)
64. JLA Showcase 80-Page Giant #1 (DC)
65. Buffy the Vampire Slayer #16 (Dark Horse)
66. Wicked #1 (Image)
67. Superman vs. the Terminator: Death to the Future #1 (Dark Horse)
68. Fantastic Four: Domination Factor #4.7 (Marvel)
69. Batman: Haunted Gotham #1 (DC)
70. Galactus the Devourer #6 (Marvel)
71. Deadpool #37 (Marvel)
72. Young Justice #17 (DC)
73. Authority #10 (WildStorm/DC)
74. Tales of the Darkness #5 (Top Cow/Image)
75. Star Wars: Union #2 (Dark Horse)
76. Spider-Woman #8 (Marvel)
77. KISS: The Psycho Circus #26 (Todd McFarlane/Image)
78. Black Panther #15 (Marvel)
79. Tomorrow Stories #5 (WildStorm/DC)
80. Azrael: Agent of the Bat #61 (DC)
81. Gen^{13} #48 (WildStorm/DC)
82. Star Wars #13 (Dark Horse)
83. Tellos #5 (Image)
84. Angel #2 (Dark Horse)
85. Superman Y2K (DC)
86. Supergirl #41 (DC)
87. Spawn Bible Vol. II: Book of the Dead (Todd McFarlane/Image)
88. Sam and Twitch #5 (Todd McFarlane/Image)
89. The Tenth: Evil's Child #4 (Image)
90. Pokémon: Surf's Up, Pikachu #2 (Viz)
91. Fantastic Five #5 (Marvel)
92. Star Wars Tales #2 (Dark Horse)
93. JSA: The Liberty Files #1 (DC)
94. New Warriors #5 (Marvel)
95. Blade: Vampire Hunter #3 (Marvel)
96. Starman #62 (DC)
97. Batman/Tarzan: Claws of the Catwoman #4 (Dark Horse)
98. Wild Thing #5 (Marvel)
99. Wonder Woman #153 (DC)
100. New Eternals: Apocalypse Now (Marvel)

TOP 100 HIGHLIGHTS

'UNCANNY' EXIT

X-Men #97, Uncanny X-Men #377 (Nos. 1, 2)

Mutant rumble! We've never quite figured out why, but it's usually a given that *Uncanny X-Men* trumps *X-Men* as the No. 1 title. (It seems damn odd, since these days, why would you read one X-book and not the other?) Nonetheless, *X-Men* #97 won this month, being an anticipated high point in the "Apocalypse: The Twelve" storyarc and likely laying the X-groundwork for months to come. Don't miss out.

Detective Comics #741, Batman #574 (Nos. 18, 22)

Speaking of upsets, here's another odd case where *Detective Comics* beats out the usual Bat-book leader, *Batman*, since *Detective Comics* #741 features the final chapter in the yearlong "No Man's Land" storyarc and the death of Sarah Essen-Gordon. Okay, we can't resist saying it: She's dead, Jim.

League of Extraordinary Gentlemen #5 (No. 24)

We're banging our heads against the *Wizard* walls for saying it–but being late did nothin' but good for *League of Extraordinary Gentlemen* #5. During the months it was late, readers paid heed to the book's word of mouth and gobbled up WildStorm's *League Bumper Compendiums*, reprinting the first four issues. Fans' appetites were then whet for #5, which posted a 39-slot gain over May's *League* #4. Well done, super-scribe and British bohemian Alan Moore.

Pokémon books (Nos. 48, 60, 90)

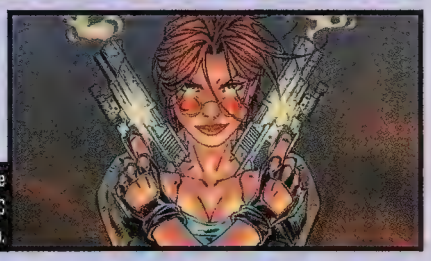
Pikachu! Pikachu! Amidst a storm of Pokémon hype, publisher Viz played its cards perfectly and unleashed a blast of Pokémon comics to coincide with the release of "Pokémon: The First Movie." In fact, *Pokémon: The First Movie–Mewtwo Strikes Back #1* bulleted to the No. 48 slot–the highest debut for a Pokémon comic to date. By the way, three weeks into its release, the Pokémon movie had grossed $78 million. That doesn't quite equal the $135 million of "Teenage Mutant Ninja Turtles," but it *did* drive sales of Pokémon merchandise into an inferno. And comics too.

Deadpool #37, Azrael: Agent of the Bat #61 (Nos. 71, 80)

Here's a handy little reminder that lower-tier books such as Marvel's *Deadpool*–a book that's been on the deathwatch for months–and DC's *Azrael: Agent of the Bat* have a solid little readership although they mostly rank low on the Top 100. Oddly enough, their Top 100 rankings are more determined not by themselves, but by how many higher-selling books crowd them out. And in a month without a chart-choking crossover or "fifth-week event," *Deadpool* and *Azrael* gained 14 and 16 slots respectively.

CLOSE-UP LOOK

Break it on down now! Here's a look at this month's top-selling books in a couple of categories, with their overall Diamond Comic Distributors "Top 300" rankings in parentheses.



RELIC HUNTER Lara Croft holds the top spot of the non-Marvel, non-DC pack. Not that she had too far to go.

TOP 10 NON-MARVEL, NON-DC

1. Tomb Raider #2 (No. 3, Top Cow/Image)
2. Spawn #93 (No. 7, Todd McFarlane/Image)
3. Rising Stars #4 (No. 21, Top Cow/Image)
4. Sin City: Hell and Back #6 (No. 36, Maverick/Dark Horse)
5. Warlands #5 (No. 45, Image)
6. Pokémon: The First Movie—Mewtwo Strikes Back #1 (No. 48, Viz)
7. Spawn: The Undead #7 (No. 49, Todd McFarlane/Image)
8. Spawn: The Dark Ages #10 (No. 54, Todd McFarlane/Image)
9. Pokémon: The First Movie—Pikachu's Vacation (No. 60, Viz)
10. Buffy the Vampire Slayer #16 (No. 65, Dark Horse)

TOP 10 TEEN-HERO BOOKS

1. X-Men: Children of the Atom #4 (No. 14, Marvel)
2. X-Men: The Hidden Years #3 (No. 26, Marvel)
3. Generation X #60 (No. 29, Marvel)
4. X-Force #99 (No. 30, Marvel)
5. Crimson #15 (No. 39, WildStorm/DC)
6. X-Man #60 (No. 42, Marvel)
7. Robin #73 (No. 57, DC)
8. Spider-Girl #17 (No. 59, Marvel)
9. Buffy the Vampire Slayer #16 (No. 65, Dark Horse)
10. Young Justice #17 (No. 72, DC)

LOOKING BACK

AMAZING BUT TRUE No matter what universe they're hanging out in, the X-Men rule!

What topped the charts FIVE YEARS AGO?

1. Amazing X-Men #2 (Marvel)
2. Astonishing X-Men #2 (Marvel)
3. Weapon X #2 (Marvel)
4. Spawn #29 (Todd McFarlane/Image)
5. Generation Next #2 (Marvel)
6. Gambit and the X-Ternals #2 (Marvel)
7. Factor X #2 (Marvel)
8. X-Man #2 (Marvel)
9. Amazing Spider-Man #400 (Marvel)
10. X-Calibre #2 (Marvel)

Dear Heaven, this Top 10 has more mutants than Cher has illicit affairs. In a month dominated by the reality-bending "Age of Apocalypse" storyline, *Spawn* #29 and *Amazing Spider-Man* #400–which featured the landmark "death" of Peter Parker's Aunt May, later revealed to be an actress–were the only non X-books on the list. Expect the Apocalypse arc to be a continued win for Marvel–and proof that sometimes, the best character stories can be told when you *aren't* dealing with a book's normal characters.

'NET GAINS

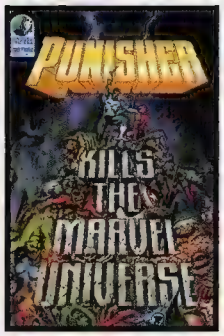
THE DESK OF IDEAS

Stan Lee's desk nets $15,100 online for charity auction

Every man needs a desk. And when you're Stan "the Man" Lee himself, it's a $15,100 deal. With Stan Lee Media, Inc. moving into larger offices, the good Stan Lee auctioned his desk and chair for the benefit of the American Spirit Foundation. Given that Lee created some of Marvel's most recognizable characters, it's no surprise that the desk's goodies included Spider-Man pencil drawings, a one-of-a-kind Spidey animation cell and a Lee-autographed comic. At auction's end, the price tag clocked in at $15,100—a price weightier than the desk itself. Excelsior!

GET A WOODY Or is that desk made of marble?

ups & downs

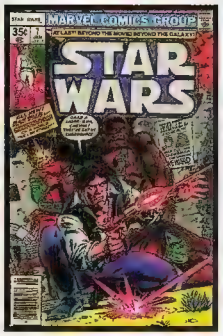


GOING UP

Garth Ennis' early work on *Punisher Kills the Marvel Universe* posts gains pushing it up to almost $40 online, but beware that Marvel's reprinting the book in February. Also, rare "Museum Editions" are scorching, with the *Aria Museum Edition* #1 (Western variant) netting up to $150, while *The Wicked Museum Edition* already nets $25...before the series has debuted.

GOING DOWN

A crushing amount of *Spawn* #1s can be snagged online for about $3, mirroring the book's current decline in readership. Also, Star Wars books continue to drop amidst pre-"Episode I" haze, although some interest remains for spin-offs such as *Droids*.



ASSORTED MERCHANDISE REPORT

MERCH MADNESS

ORIGINAL ART

Original Art Point No. 1: In landmark issues, anything and everything's big bucks. Consider that something like *Uncanny X-Men* #108, John Byrne's first issue on the title, looms so large in fans' memories that even the shlockiest of pages from the ish will go for big bucks. Remember that in an era of diminished page counts, *Uncanny X-Men* #108 only had 18 original pages, including the cover, and most people who own 'em don't ever sell 'em. Hence, page 5 from that issue, where Phoenix brings down

STAN LEE PHOTO BY JIM MCHUGH

MERCHcont.

an asteroid, took home $2,280.

Original Art Point No. 2: Sometimes, sex sells. Remember the vaunted "sex scene" page from *Kingdom Come*? For months, *Wizard* letter-writers tried to figure out where the hell Alex Ross had discretely hidden the Ray getting his rocks off, and now that the truth is out, the page in question (issue #2, page 26) auctioned on eBay for $4,500. We're simultaneously sickened and gaping in awe. Aren't you?

BUSTS

We've hyped the Marvel busts before, but the winners and losers are becoming more obvious. The Cyclops bust settled down to a sensible $35, but conversely, the low-quantity Ant-Man bust often hits $80. Most outrageous of all, the Deadpool bust, with that loving eye twitch that fans must have, previously guided at about $70 but could now cost you $110 to $120.

DEADPOOL

GOLDEN AGE

Quite frankly, we're floored at the number of Golden Age comics that trade online. For something like a restored copy of *Action Comics* #23 to sell for $755 seems damn trusting on the part of the buyer. If it was us, we'd have to go to the seller's house, carbon date the comic, see if the seller kept a mad aunt in the attic, etc.

But in an age of growing online etiquette, sales are mostly legit, and Golden Age sales this month included a $1,260 copy of *Detective Comics* #66 from the famed Rockford Collection, a haven of high-quality Golden Age books. Also, a VF copy of *More Fun Comics* #58, a key Spectre issue, grabbed $1,075. We'd *still* choke to send a check that big, but if the item's legit, go for it, fanboy. ■ LP

MAKING SENSE OF IT ALL

HOW TO USE THE PRICE GUIDE

The **WIZARD** guide contains the most accurate and up-to-the-minute comic book prices possible. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

IT'S EASY... The price guide is arranged alphabetically by title. Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title has been used several times for different series, like *Legion of Super-Heroes* or even *Fantastic Four*, we list all series under that title chronologically.

You'll notice some book listings have color bars. Red means it's risen in value; blue, fallen in value; green, new issues and/or title listings; and yellow indicates heavy market trading activity, yet no change in value since last issue.

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. Ex: "The Amazing Spider-Man" is listed under "Amazing," but "Batman: Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" when it's an interior part of the title. All titles starting with the word "Star," including "Star Wars," come before titles such as "Stardust" and "Starman." Abbreviations such as "Dr." are listed before titles like "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

REFERENCES

SECRET DECODER RING

❶	First Appearance of
anniv	Anniversary issue
A	Appearance
B	Begin stories with
C	Cameo that pre-dates ❶
cvr	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
IR	Identity revealed
J	Joins
L	Last story with
M	Married
O	Origin
p	part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
sz	Size
TPB	Trade Paperback
w/	With
w/o	Without

MAKING THE GRADE

All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you can compute the price based on the percentages shown below. Keep in mind that everyone grades condition differently and many things factor into grading a comic: age, supply and demand for the various grades, retailer location, local availability, current popularity, and its specific condition. It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being crappy.

MINT (M): An almost perfect 9.8 to 10 on a 10-point scale! To be Mint, a comic must appear like the day it was printed–no nicks, dings or creases. No tears or shreds on corners, colors are crystal clear, cover gloss is still there and the staples are perfect. Many new comics fall short of Mint standards. Mint comics fetch 125-150% of price listed. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.

NEAR MINT (NM): A 9 on a 10-point scale. The book might appear to be Mint, but upon inspection, tiny flaws are seen. The gloss and color are outstanding. **ALL PRICES IN THIS GUIDE ARE FOR NM COPIES, WHICH ARE 100 PERCENT OF GUIDE LISTINGS.**

VERY FINE (VF): A 7 on a scale of 10. At first glance may appear Near Mint, but at closer range, you'll notice minor signs of use. VF comics are 70 percent of guide listings (75-80% for pre-1970 books).

FINE-VERY FINE (FVF): A 6 outta 10. Pages may be slightly yellow, but not brown or brittle in FVF books. Expect several tiny stress lines along the spine or covers and several tiny color flakes are permitted. The spine may have creases and corners may be slightly rounded, but great cover gloss remains. FVF books go for 50 percent of price guide listings.

FINE (FN): A 5 out of 10. Slightly better than average with obvious signs of wear, but still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

VERY GOOD (VG): A 3 out of 10. Average, at best. VG comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

GOOD (G), FAIR (FR) and POOR (P): All are 1 or less out of 10. These books...suck. Heavily worn, these are the comics that have been re-read a lot. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of listings. Poor books can have missing covers, pages, etc. These books go for 1 percent of listings.

CREATOR ABBREVIATIONS

Abadzis, Nick ....NAb
Abell, Dusty ....DAb
Abnett, Dan ....DAt
Adams, Art ....AAd
Adams, Michael ....MAd
Adams, Neal ....NAd
Adkins, Dan ....DAd
Adlard, Charlie ....CAd
Ahlquist, Mark ....MAq
Akins, Tony ....TAk
Albrecht, Jeff ....JAb
Alcatena ....ALc
Allred, Laura ....LAl
Allred, Michael ....MAl
Altieri, Kevin ....KAt
Altstaetter, Karl ....KAl
Amaro, Gary ....GAm
Ammerman, David ....DAm
Anderson, Brent ....BAn
Blaustein, Adam ....ABl
Blevins, Bret ....BBl
Bogdanove, Jon ....JBg
Bolinger, Kat ....KBo
Bolland, Brian ....BBo
Bolton, John ....JBo
Bond, Phillip ....PBo
Booth, Bret ....BBt
Boring, Wayne ....WBo
Boyd, Robert ....RBo
Breeding, Brett ....BBd
Brereton, Daniel ....DBn
Brevoort, Tom ....TBr
Breyfogle, Norm ....NBr
Bridges, Vic ....VBr
Bridwell, E. Nelson ....EBr
Bright, Mark ....MBr
Brigman, June ....JBr
Broderick, Pat ....PBr
Chiarello, Mark ....MCh
Chichester, Dan ....Ch
Childress, Jan ....JCs
Chiodo, Joe ....JCd
Choi, Brandon ....BCo
Christopher, Tom ....TCr
Chun, Anthony ....ACh
Churchill, Ian ....ICh
Cirocco, Frank ....FCi
Claremont, Chris CCl
Clark, Manny ....MCl
Clark, Scott ....SCk
Cleary, John ....JCy
Clift, Mike ....MCf
Clowes, Daniel ....DCl
Cockrum, Dave ....DCo
Colan, Gene ....GCo
Collins, Max ....MCo
Collins, Mike ....MCn
Collins, Nancy A. ....NCo
Collins, Terry ....TCo

ARTISTS

Anderson, Murphy ....MAn
Andru, Ross ....RAn
Aparo, Jim ....JAp
Aragonés, Sergio ....SAr
Arcudi, John ....JAr
Arlen, Renato ....RAr
Artis, Tom ....TAr
Ashford, Richard ....RAs
Augustyn, Brian ....BAu
Austin, Terry ....TAu
Ayers, Dick ....DAy
Bachalo, Chris ....CBc
Badger, Mark ....MBd
Bagley, Mark ....MBa
Bair, Michael ....MBi
Baker, Kyle ....KBa
Balent, Jim ....JBl
Banks, Darryl ....DBk
Baron, Mike ....MBo
Barr, Mike W. ....MWb
Barreto, Eduardo ....EBa
Barrett, Neal ....NBa
Barriero, Ricardo ....RBa
Barry, Dan ....DBa
Bates, Cary ....CBa
Batista, Chris ....CBt
Beachum, Mike ....MBe
Beatty, Terry ....TBe
Beauvais, Denis ....DBe
Benefiel, Scott ....SBe
Benes, Ed ....EBe
Benitez, Joe ....JOe
Benjamin, Ryan ....RBn
Bennett, Joe ....JBe
Bennett, Richard ....RBe
Benson, Scott ....SBn
Berkowitz, Stan ....SBk
Bierbaum, Mary ....MBm
Bierbaum, Tom ....TBm
Bingham, Jerry ....JBi
Bisley, Simon ....SBi
Bissette, Stephen ....SBs
Biukovic, Edwin ....EBi
Broome, John ....JBm
Broome, Mat ....MAt
Brown, Robert ....RBw
Brozowsky, Joe ....JBz
Brunner, Frank ....FBr
Buccellato, Steve ....SBc
Buckingham, Mark ....MBu
Buckler, Rich ....RBu
Buscema, John ....JBu
Buscema, Sal ....SBu
Busiek, Kurt ....KBu
Butler, Jeff ....JBt
Butler, Steve ....SBt
Buzz ....BUz
Byam, Sarah E. ....SBy
Byers, Reggie ....RBy
Byrd, Mitch ....MBy
Byrne, John ....JBy
Cagley, Michael ....MCg
Cahn, Gary ....GCh
Calafiore, Jim ....JCf
Cameron, Don ....DCa
Campbell, Eddie ....ECa
Campbell, J. Scott ....JCp
Campos, Marc ....MCa
Capullo, Greg ....GCp
Caputo, Tony ....TCa
Cardy, Nick ....NCa
Carey, Mike ....MCy
Cariello, Sergio ....SCi
Cariello, Octavio ....OCa
Carlin, Mike ....MCr
Carr, Steven ....SCa
Carruthers, Sandy ....SCs
Case, Richard ....RCa
Castellini, Claudio ....CCa
Castrillo, Anthony ....ACa
Cavalieri, Joey ....JCf
Chadwick, Paul ....PCh
Chang, Bernard ....BCh
Charest, Travis ....TCh
Chaykin, Howard ....HCh
Chen, Sean ....SCh
Colon, Ernie ....ECo
Conner, Amanda ....ACo
Constanza, Pete ....PCo
Conte, Rob ....RCo
Conway, Gerry ....GCy
Cooper, Dave ....DCp
Dezago, Todd ....TDg
DeZuniga, Tony ....TDz
DiGesu, Mike ....MDi
Dillin, Dick ....DDi
Dillon, Steve ....SDn
Dini, Paul ....PDi
Ditko, Steve ....SDi
Dixon, Buzz ....BDi
Dixon, Chuck ....CDi
Dixon, John ....JDi
Docherty, Mike ....MDo
Dodson, Terry ....TDo
Doherty, Peter ....PDo
Dooney, Michael ....MDn
Doran, Colleen ....CDo
Dorkin, Evan ....EDo
Dorman, Dave ....DDo
Doucet, Julie ....JDo
Douglas, Max ....MDg
Dringenberg, Mike ....MDr
Duffy, Jo ....JDu
Dunn, Ben ....BDn
Duranona, Leo ....LDu
Duursema, Jan ....JDr
Dwyer, Kieron ....KDw
Dwyer, Norm ....NDw
Eastman, Kevin ....KEa
Eaton, Scot ....SEa
Edelman, Scott ....SEd
Edginton, Ian ....IEd
Edvis ....EDv
Egeland, Marty ....MEg
Eisner, Will ....WEi
Gerhard ....GEr
Gianni, Gary ....GGi
Giarrano, Vince ....VGi
Gibbons, Dave ....DGb
Giddings, Noelle ....NGi
Giffen, Keith ....KGi
Gil, Armando ....AGi
Gilbert, Michael T. ....MGi
Gillen, Chas ....CGi
Gillis, Peter ....PGi
Giordano, Dick ....DGi
Glanzman, Sam ....SGl
Gold, Mimi ....MGd
Goldberg, Stan ....SGd
Golden, Michael ....MGo
Gonzaga, Mike ....MGz
Gonzalez, Jorge ....JGn
Goodwin, Archie ....AGn
Gordon, Alan ....AGd
Gosier, Phil ....PGs
Goupil, Steve ....SEe
Grainger, Sam ....SGn
Grant, Alan ....AGr
Grant, Steven ....SGr
Grau, Peter ....PGr
Gray, Mick ....MGy
Green, Randy ....RGr
Grell, Mike ....MGr
Grey ....GRe
Grindberg, Tom ....TGg
Gross, Daerick ....DGr
Gross, Paul ....PGo
Gruenwald, Mark ....MGn
Hooper, Ken ....KHo
Hoover, Dave ....DHo
Hopgood, Kevin ....KHp
Hotton, Brian ....BHt
Hotz, Kyle ....KHt
Howarth, Matt ....MHo
Howell, Richard ....RHw
Hudnall, James ....JHu
Hughes, Adam ....AHu
Hughes, Steven ....SHu
Immonen, Stuart ....SIm
Isabedra, Oliver ....OLs
Isabella, Tony ....TIs
Isherwood, Geof ....GIs
Ishida, Tatsuya ....TIh
Iverson, Mike ....MIv
Jackson, Scott ....SJa
Jacobs, Will ....WJa
James, Joseph A. ....JJm
Janes, Sheldon ....SJn
Janes, Steve ....SJo
Janke, Dennis ....DJa
Janson, Klaus ....KJa
Jarvinen, Kirk ....KJv
Jenkins, Paul ....PJe
Jennett, Stuart ....SJe
Jensen, Jeff ....JJe
Jimenez, Leonardo ....LJi
Jimenez, Phil ....PJi
Johnson, Dave ....DJo
Johnson, Jeff ....JJo
Johnson, Paul ....PJe
Johnson, Rob ....RJh
LaRocque, Greg ....GLa
Larroca, Sal ....SLr
Larsen, Erik ....ELa
Lash, Batton ....BMa
Lashley, Ken ....KLs
Lasick, Marty ....MLs
Lawlis, Dan ....KLa
Lawrence, Clifford ....CLa
Lawrence, Mike D. ....MLa
Layton, Bob ....BLa
Lee, Pat ....PAl
Lee, Paul ....PAu
Leach, Rick ....RLc
Lee, Elaine ....ELe
Lee, Jae ....JAl
Lee, Jim ....JLe
Lee, Patrick ....PAt
Lee, Scott ....SCl
Lee, Stan ....SLe
Lee, Tom ....TLe
Leeke, Mike ....MLo
Leialoha, Steve ....SLa
Leon, John Paul ....JLn
Leonard, Mike ....MLn
Leonardi, Rick ....RLe
Levins, Rick ....RLv
Levitz, Paul ....PLe
Lieber, Larry ....LLe
Lieber, Steven ....SLb
Liefeld, Rob ....RLd
Lightle, Steve ....SLi
Lim, Ron ....RLi
Lindo, Kirk ....KLn
Linsner, Joseph Michael ....JLi
Lobdell, Scott ....SLo
Locke, Vince ....VLo
Loeb, Jeph ....JLb
Lofficier, R.J.M. ....RLo
López, José Luis Garcia ....JLz
Lopresti, Aaron ....ALp
Loyo, Oscar Gonzalez ....OLo
Luke, Eric ....ELk
Lumley, Ralph ....RLu
Lustbader, Erik ....ELu
Luth, Tom ....TLu
Lyle, Tom ....TLy
Macchio, Ralph ....RMa
Mack, David ....DAv
Mackie, Howard ....HMa
Macon, Darko ....DAr
Madan, Dev ....DVm
Madureira, Joe ....JMd
Maggin, Elliot S. ....EMa
Maguire, Kevin ....KMa
Mahnke, Doug ....DMn
Mahfood, Jim ....JMf
Manabe, Jahji ....JMa
Mandrake, Tom ....TMc
Mangels, Andy ....AMa
Manley, Mike ....MMn
Mann, Roland ....RMn
Manning, Russ ....RMi
Mantlo, Bill ....BMa
Marcos, Pablo ....PMa
Marden, William ....WMr
Marder, Larry ....LMr
Marimon, Bill ....BMn
Mariotte, Jeff ....JMi
Mareto, Esteban ....EMa
Marrs, Lee ....LMr
Martinbrough, Shawn ....SMa
Martinez, Roy Allan ....RMr
Marz, Ron ....RMz
Massengill, Nathan ....NMa
Matsuda, Jeff ....JMs
Matt, Joe ....JMt
Maus, Bill ....BMs
Mayerik, Val ....VMa
Mayhew, Mike ....MMa
Mays, Rick ....RMy
Mazzucchelli, David ....DMa
McAvennie, Mike ....MMc
McCarthy, Brendon ....BMr
McCloud, Scott ....SMl
McCraw, Tom ....TMw
McCrea, John ....JMr
McDaniel, Scott ....SMd
McDaniel, Walter ....WMc
McDonnell, Luke ....LMc
McDuffie, Dwayne ....DMc
McEowan, Patrick ....PMc

& WRITERS

Cowan, Denys ....DCw
Craig, Johnny ....JCi
Crespo, Steve ....SCr
Crilley, Mark ....MCi
Cruz, Roger ....RCr
Cullins, Paris ....PCu
Cuti, Nicola ....NCu
Czop, John ....JCz
Damaggio, Rodolfo ....RDm
Daniel, Tony ....TDa
Danner, Paul ....PDn
Darrow, Geof ....GDa
David, Peter ....PDa
Davidson, Craig ....CDa
Davis, Alan ....ADa
Davis, Dan ....DDv
Davis, Guy ....GDv
Davis, Malcolm ....MDa
Davis, Rob ....RDa
Davison, Al ....ADv
DeFalco, Tom ....TDe
Del, John ....JHd
Delaney, Kathryn ....KDe
Delano, Jamie ....JDe
Delbo, Jose ....JDb
Delgado, Ricardo ....RDe
DeMatteis, J.M. ....JDm
Deodato, Jr., Mike ....MDe
Deodato, Mike ....MDd
Derenick, Tom ....TDr
DeVries, David ....DDe
Eldred, Tim ....TEl
Elias, Lee ....LEl
Ellis, Steven ....SEl
Ellis, Warren ....WEl
Ellison, Harlan ....HEl
Englehart, Steve ....SEn
Ennis, Garth ....GEn
Epting, Steve ....SEp
Erickson, Marc ....MEr
Erskine, Gary ....GEs
Erwin, Steve ....SEr
Estes, John ....JEs
Eury, Michael ....MEu
Evanier, Mark ....MEv
Everett, Bill ....BEv
Ezquerra, Carlos ....CEz
Fabry, Glenn ....GFa
Farmer, Mark ....MFa
Fegredo, Duncan ....DFe
Felche, Norman ....NFe
Ferry, Pascual ....PFe
Finch, David ....DFn
Fingeroth, Danny ....DFi
Fisher, Hart D. ....HFi
Fleet, John Van ....JFl
Fleisher, Michael ....MFl
Fleming, Robert ....RFl
Fontenot, Maurice ....MFo
Foster, Ron ....RFo
Fox, Gardner ....GFo
Fox, Greg ....GFx
Fraga, Dan ....DFr
Franchesco ....FRa
Frank, Gary ....GFk
Freeman, George ....GFn
Frenz, Ron ....RFr
Friedman, Michael Jan ....MFr
Friedrich, Mike ....MFh
Fry III, James ....JFr
Fujiwara, Kamui ....KFu
Furman, Simon ....SFu
Gaiman, Neil ....NGa
Gammill, Kerry ....KGu
Garner, Alex ....AGa
Garney, Ron ....RGa
Garzon, Carlos ....CGa
Gascione, Phil ....PGa
Geary, Rick ....RGe
Gecko, Gabe ....GGe
Geiger, Steve ....SGg
Gerard, Ruben ....RGd
Gerber, Steve ....SGe
Grummett, Tom ....TGr
Guay, Rebecca ....RGu
Guice, Jackson ....JGu
Guichet, Yvel ....YGu
Guinan, Paul ....PGn
Gulacy, Paul ....PGu
Gustovich, Mike ....MGu
Ha, Gene ....GHa
Haley, Matt ....MHy
Hall, Bob ....BHl
Halsted, Ted ....THl
Hama, Larry ....LHa
Hamm, Sam ....SHa
Hamner, Cully ....CHa
Hampton, Bo ....BHa
Hampton, Scott ....SHm
Haney, Bob ....BHy
Hannigan, Ed ....EHa
Hansen, Marc ....MAh
Hanson, Neil ....NHa
Harmon, Dan ....DHr
Harras, Bob ....BHa
Harris, Jack C. ....JHa
Harris, Mike ....MHa
Harris, N. Steven ....NSh
Harris, Tony ....THa
Harrison, Lou ....LHr
Harrison, Mark ....MHn
Hartnell, Andy ....AHa
Hartsoe, Everette ....EHr
Hawkins, Matt ....MHw
Hayes, Drew ....DHa
Heath, Russ ....RHe
Heck, Don ....DHe
Hedden, Rich ....RHd
Heisler, Mike ....MHs
Helfer, Andrew ....AHe
Hempel, Marc ....MHp
Henry, Flint ....FHy
Hernandez, Gilbert ....GHe
Hernandez, Jaime ....JHr
Hernandez, Michael ....MHe
Herrera, Ben ....BHe
Hester, Philip ....PHe
Hewlet, Jamie ....JHe
Higgin, John ....JHi
Higgins, Michael ....MHi
Hitch, Bryan ....BHl
Hitchcock, Laura ....LHi
Hoberg, Rick ....RHo
Holcomb, Art ....AHo
Holdredge, Jon ....JHo
Johnson, Stewart ....SJh
Johnson, Ted ....TJh
Jones, Bruce ....BJo
Jones, Gerard ....GJo
Jones, J.B. ....JJn
Jones, Kelley ....KJo
Jones, R.A. ....RJo
Jones, Robert ....RJn
Jurgens, Dan ....DJu
Juska, Joe ....JJu
Justiniano, José ....JJs
Kaluta, Michael Wm. ....MKl
Kaminski, Len ....LKa
Kane, Bob ....BKa
Kane, Gil ....GKa
Kanigher, Robert ....RKa
Kaniuga, Trent ....TKn
Kanteravich, Mike ....MKa
Kavanagh, Terry ....TKa
Kayanan, Rafael ....RKy
Kazaleh, Mike ....MKz
Kelly, Joe ....JKe
Kennedy, Cam ....CKe
Keown, Dale ....DKe
Kesel, Barbara ....BKe
Kesel, Karl ....KKe
Kieth, Sam ....SKi
Kindierski, Lovern ....LKi
Kirby, Jack ....JKi
Kitson, Barry ....BKi
Klein, Todd ....TKl
Kolins, Scott ....SKi
Korday, Igor ....IKo
Krause, Peter ....PKr
Kristiansen, Teddy H. ....TKr
Kubert, Adam ....AKu
Kubert, Andy ....AKb
Kubert, Joe ....JKu
Kupperberg, Alan ....AKp
Kupperberg, Paul ....PKu
Kwitney, Alisa ....AKw
Kyffin, Tom ....TKy
LaBan, Terry ....TLa
Labat, Yancey ....YLa
Lackey, Mike ....MLc
Laguna, Fabio ....FLa
Laird, Peter ....PLa
Lanning, Andy ....ALa
Lansdale, Joe R. ....JLa
Lapham, David ....DLp
LaQuinta, Robert ....RLa
Lark, Michael ....MLr

CREATOR DEBUTS

FIRSTTIME

JIM SHOOTER, ex-Marvel editor-in-chief and Valiant founder, debuted his comic book career at the age of 13 in *Adventure Comics* #346.

Mark Bagley ....*Nightmask* #9
Bob Burden ....*Flaming Carrot* #1
John Byrne ....*Nightmare* #20
Amanda Conner ....*Solo Avengers* #12
Todd Dezago ....*X-Factor* #103
Brian Hitch ....*She-Hulk* (vol. 2) #9
Jack Kirby ....*Jumbo Comics* #1
Jerry Siegel ....*New Fun Comics* #6
Rick Veitch ....*Two Fisted Zombies* one-shot

McFarlane, Todd .....TMc
McGregor, Don .....DMg
McGuinness, Ed .....EMc
McKean, Dave .....DMk
McKeever, Ted .....TMk
McKenna, Mark .....MCk
McKenzie, Roger .....RMc
McKie, Angus .....AMc
McKone, Mike .....MMk
McLaughlin, Sean .....SMc
McLaurin, Marc .....MMl
McLeod, Bob .....BMc
McMahon, Michael .....MMh
McManus, Shawn .....SMs
Medina, Angel .....AMe
Medley, Linda .....LMe
Mercadoocasio, Harvey .....HMc
Messner-Loebs, William .....WLo
Mhan, Pop .....PMh
Michelinie, David .....DMi
Mignola, Mike .....MMi
Milgrom, Al .....AMi
Millar, Mark .....MMr
Miller, Frank .....FMi
Miller, Mike S. .....MMe
Miller, Steve .....SMi
Milligan, Peter .....PMi
Mireault, Bernie .....BMr
Mishkin, Dan .....DMs
Moder, Lee .....LMd
Moebius .....MOe
Moeller, Christopher .....CMa
Moench, Doug .....DMo
Moldoff, Shelly .....SMo
Monks, Joseph M. .....JMk
Mooney, Jim .....JMo
Moore, Alan .....AMo
Moore, John Francis .....JFm
Moore, Terry .....TMr
Morales, Rags .....RMa
Moretti, Mark .....MMo
Morrison, Grant .....GMo
Morrow, Gray .....GMr
Motter, Dean .....DMt
Mougin, Lou .....LMo
Moy, Jeffrey .....JMy
Murray, Doug .....DMu
Muth, Jon J .....JMu
Mychaels, Marat .....MMy
Nagai, Go .....GNa
Nagayasu, Takumi .....TNg
Naifeh, Ted .....TNa
Napolitano, Nick .....NNa
Napton, Bob .....BNa
Nasser, Mike .....MNa
Nauck, Todd .....TNu
Neary, Paul .....PNe
Nelson .....NEl
Nelson, Mark A. .....MNl
Netzer, Mike .....MNe
Newell, Mindy .....MNw
Newton, Don .....DNe
Nichols, Art .....ANi
Nicieza, Fabian .....FNi
Nieves, Rafael .....RNi
Nocenti, Ann .....ANo
Nolan, Graham .....GNo
Nord, Cary .....CNr
Novick, Irv .....INo
Novin, Phyllis .....PNo
Nowlan, Kevin .....KNo
Nutman, Philip .....PNu
O'Barr, James .....JOb
O'Connel, Brian .....BOc
O'Connor, Thomas .....TOc
O'Donnell, Peter .....POd
O'Neil, Dennis .....DOn
O'Neil, Kevin .....KOn
Olivetti, Ariel .....AOl
Olliffe, Pat .....POl
One, Dark .....DOe
Ordway, Jerry .....JOr
Orlando, Joe .....JOd
Oshii, Mamoru .....MOs
Ostrander, John .....JOs
Otomo, Katsuhiro .....KOt
Ozkan, Tayyar .....TOz
Pace, Richard .....RPc
Pacella, Mark .....MPc
Pacheco, Carlos .....CPa
Paley, Nina .....NPa
Palmiotti, Jimmy .....JPl
Palmiotti, Peter .....PPa
Pander, Arnold .....APn
Pander, Jacob .....JPn
Paniccia, Mark .....MPn
Parker, Rick .....RPk
Parkhouse, Steve .....SPa
Parobeck, Mike .....MPr
Pascos, James .....JPc
Patterson, Bruce .....BPa
Pearson, Jason .....JPs
Pedi .....PEd
Pekar, Harvey .....HPe
Pelletier, Paul .....PPe
Pendleton, Linda .....LPe
Pennington, Mark .....MPe
Pérez, George .....GPe
Perlin, Don .....DPe
Peterson, Brandon .....BPe
Peterson, Jonathan .....JPe
Petrucha, Stefan .....SPr
Peyer, Tom .....TPe
Phillips, Sean .....SPh
Phipps, Rob .....RPh
Pini, Richard .....RPi
Pini, Wendy .....WPi
Platt, Stephen .....SPt
Pleece, Warren .....WPl
Ploog, Mike .....MPl
Plunkett, Kilian .....KPl
Pollack, Rachel .....RPo
Pollard, Keith .....KPo
Polina, Adam .....APo
Pope, Paul .....PPo
Porozich, Faye .....FPe
Porter, Howard .....HPo
Portacio, Whilce .....WPo
Post, Jarrod .....JPo
Potter, Doug .....DPo
Potts, Carl .....CPo
Powell, Bob .....BPo
Powell, Martin .....MPo
Premiani, Bruce .....BPr
Priest, Christopher .....CPr
Prosser, Jerry .....JPr
Puckett, Kelley .....KPu
Pugh, Steve .....SPu
Pulido, Brian .....BPu
Purcell, Gordon .....GPu
Pusko, Martin .....MPa
Queen, Randy .....RQu
Quesada, Joe .....JQu
Raab, Ben .....BRb
Ramos, Humberto .....HRa
Randall, Barbara .....BRa
Randall, Ron .....RRu
Raney, Tom .....TRa
Ranson, Arthur .....ARa
Raskin, Jordan .....JRa
Rawson, Dave .....DRa
Raynor, Richard Piers .....RPr
Reeves-Stevens, Judith .....JRv
Renick, Jaxon .....JRn
Richardson, Mike .....MRi
Ricketts, Mark .....MRc
Ridgeway, John .....JRi
Rieber, John Ney .....JRe
Riley, John .....JRl
Rinaldi, Pino .....PRi
Robbins, Frank .....FRo
Robbins, Trina .....TRo
Roberts, Lon .....LRo
Robertson, Darick .....DRb
Robinson, James .....JRb
Rogers, Marshall .....MRo
Roman, Steve .....SRo
Romita, John .....JRo
Romita Jr., John .....JRj
Ross, Alex .....ARo
Ross, Dave .....DRo
Ross, John .....JRs
Ross, Luke .....LRs
Ross, Marshall .....MRs
Roth, Werner .....WRo
Royle, John .....JRy
Rozakis, Bob .....BRo
Rozum, John .....JRz
Rubi, Melvin .....MRu
Rubinstein, Joe .....JRu
Rude, Steve .....SRu
Russell, Craig P. .....PCr
Russell, Vince .....VRu
Ryan, Matt .....MRy
Ryan, Paul .....PRy
Ryder, Tom .....TRy
Sagara, Mike .....MSa
Sakai, Stan .....SSa
Sale, Tim .....TSa
Salick, Roger .....RSa
Saltares, Javier .....JSs
Sanderson, Peter .....PSa
Sant, Wayne Van .....WVa
Saviuk, Alex .....ASa
Schaffenberger, Kurt .....KSc
Schmitz, Mark .....MSm
Schrab, Rob .....RSc
Schultheiss, Matthias .....MSc
Schultz, Mark .....MSh
Scoffield, Sean .....SSc
Seagle, Steven T. .....SSe
Sears, Bart .....BSe
Semeiks, Val .....VSe
Severin, Marie .....MSe
Shanower, Eric .....ESh
Sharp, Liam .....LSh
Shaw, Sean .....SSh
Sherman, James T. .....JSn
Sherman, Jim .....JSr
Shirow, Masamune .....MSr
Shoemaker, Terry .....TSh
Shooter, Jim .....JSh
Sibal, Jonathan .....JSb
Siegel, Jerry .....JSg
Sienkiewicz, Bill .....BSi
Silvestri, Eric .....ESi
Silvestri, Marc .....MSi
Sim, Dave .....DSi
Simon, Joe .....JOi
Simonson, Louise .....LSi
Simonson, Walt .....WSi
Simpson, Don .....DSs
Simpson, Howard .....HSi
Simpson, William .....WSm
Sinnott, Joe .....JSi
Skeates, Steve .....SSk
Skroce, Steve .....SSr
Skrones, Mary .....MSs
Slampyak, Ted .....TSl
Slifer, Roger .....RSl
Slott, Dan .....DSl
Small Jr., Louis .....LSm
Smith, Andy .....ASm
Smith, Beau .....BSt
Smith, Jeff .....JSm
Smith, Paul .....PSm
Smith, Tod .....TSm
Snejbjerg, Peter .....PSn
Sniegoski, Tom .....TSg
Snyder III, John K. .....JSy
Sparling, Jack .....JSp
Spiegelman, Art .....ASp
Spiegle, Dan .....DSp
Springer, Frank .....FSp
Sprouse, Chris .....CSp
St. Pierre, Joe .....JPi
Starlin, Jim .....JSt
Statema, John .....JSa
Staton, Joe .....JSo
Steacy, Ken .....KSt
Stephenson, Eric .....ESp
Steranko, Jim .....JSe
Stern, Roger .....RSt
Stern, Steve .....SSt
Stevens, Alec .....ASt
Stevens, Dave .....DSt
Strnad, Jan .....JSd
Stone, Chic .....CSt
Stone, Peter .....PSt
Stradley, Randy .....RSr
Strazewski, Len .....LSz
Stroman, Larry .....LSt
Sullivan, Lee .....LSu
Sutton, Tom .....TSu
Swan, Curt .....CSw
Takenaga, Francis .....FTa
Talbot, Bryan .....BTa
Tan, Billy .....BTn
Tanaka, Masashi .....MTk
Tanghal, Romeo .....RTa
Taylor, Mike .....MTa
Taylor, R.G. .....RTl
Templeton, Ty .....TTe
Tenney, Mark .....MTn
Tenney, Tom .....TTn
Texeira, Mark .....MTe
Thibert, Art .....ATh
Thibert, Pamela .....PTh
Thibodeaux, Mike .....MTh
Thomas, Joel .....JTm
Thomas, Roy .....RTh
Thompson, Jill .....JTh
Tidwell, Terry .....TTi
Timm, Bruce .....BTi
Toth, Alex .....ATo
Trimpe, Herb .....HTr
Troug, Chas .....CTr
Truman, Timothy .....TTr
Tucci, Billy .....BTu
Turner, Dwayne .....DTu
Turner, Michael .....MTu
Tuska, George .....GTu
Tuttle, Todd .....TTu
Vachss, Andrew .....AVa
Vado, Dan .....DVa
Valentino, Jim .....JVa
Vance, Cindy .....CVa
Vance, James .....JVn
Vance, Steve .....SVa
VanHook, Kevin .....KVh
Veitch, Rick .....RVe
Veitch, Tom .....TVe
Velez Jr., Ivan .....IVe
Velluto, Sal .....SVe
Verheiden, Mark .....MVe
Vess, Charles .....CVe
Vigil, Tim .....TVi
Villagran, Ricardo .....RVi
Vince, Nick .....NVi
Von Eeden, Trevor .....TEe
Vosburg, Mike .....MVo
Wagner, John .....JWa
Wagner, Matt .....MWa
Wagner, Ron .....RWa
Waid, Mark .....MWd
Waldron, Lamar .....LWa
Walton, Rob .....RWl
Waltrip, Jason .....JWp
Waltrip, John .....JWt
Warner, Chris .....CWa
Warren, Adam .....AWa
Watkiss, John .....JWk
Weaver, Michael .....MWv
Weeks, Lee .....LWk
Wein, Len .....LWe
Weinstein, Howard .....HWe
Weiss, Alan .....AWe
Wenzel, David .....DWe
Wheatley, Mark .....MWh
Whigham, Rod .....RWh
Wiacek, Bob .....BWi
Wieringo, Mike .....MWr
Wildman, Andrew .....AWm
Williams, Anthony .....AWl
Williams, Chris .....CWi
Williams, David .....DWl
Williams, Kent .....KWi
Williamson, Al .....AWi
Willingham, Bill .....BWl
Wilshire, Mary .....MWi
Windsor-Smith, Barry .....BSm
Witten, Brian .....BWt
Woch, Stan .....SWo
Wolf, Chance .....CWl
Wolfe, Joe .....JWf
Wolfman, Marv .....MWo
Wood, Ashley .....AWo
Wood, Teri S. .....TWo
Wood, Wally .....WWo
Worley, Kate .....KWr
Wormer, Kirk Van .....KWo
Wozniak, Chris .....CWo
Wright, Gregory .....GWr
Wrightson, Bernie .....BWr
Wyman, M.C. .....MWy
Yaep, Chap .....CYa
Yale, Kim .....KYa
Yeates, Tom .....TYe
Yeowell, Steve .....SVe
Yu, Leinil Francis .....LYu
Zarate, Oscar .....OZa
Zeck, Mike .....MZe
Zulli, Michael .....MZu

OFFTHECUFF

CASUAL CONVERSATIONS

PHOTO: PAUL SCHRAUNER

JIM KRUEGER

CURRENT WORK: writer of *Earth X*, *Alphabet Supes*

***WIZARD*: Alan Moore didn't want to do one of these "Off the Cuff" things, so you were my second choice.**

KRUEGER: Uhm...is that a compliment?

Sure.

Well...then thank you. [*Laughs slightly*]

So what's your relation to Freddy?

When people say, "Krueger?" I say, "You know, as in Freddy." I tried to dodge it as a kid, but now I embrace it.

So kids made fun of you?

Let's just say that when the Freddy movies came out, it was tough.

Did anyone ever say, "Krueger, Krueger...eat a booger!"?

I think I remember booger jokes.

At least you didn't get, "Cotton, Cotton...can't stop fart'n!"

...?[*Scared and stunned silence*]

Anyway, what's it like working with Alex Ross on *Earth X*?

I've never had a collaboration like this in my life.

Did he pay you to say that?

No.

Does he make you call him Mr. Ross?

No, but we did think about calling *Earth X*, *Earth AleX* for awhile.

Would "Earth X" be that much different from "Earth AleX"?

All the X-Men would be dead instead of just a few.

Speaking of post apocalyptic places...you live in Jersey, right?

...Yeah?

So, which is worse: Earth X or New Jersey?

It would have to be Earth X.

There's hope on Earth X.

There's none in Jersey.

Maybe that could be the state motto: No hope in Jersey.

Maybe, but I doubt it.

■ **MIKE COTTON**

REQUEST YOUR WIZARD VISA® CREDIT CARD TODAY!

FREE* THE RAREST #1/2 COMIC BOOK EVER

- NO ANNUAL FEE
- LOW 5.9% INTRODUCTORY APR†
- AUTOMATIC ENROLLMENT IN THE WIZARD REWARDS PROGRAM

REQUEST YOUR WIZARD VISA® CARD TODAY AND GET WITCHBLADE vs. DARKNESS #1/2 WITH FIRST PURCHASE.

TO SIGN UP GO TO WIZARDWORLD.COM.

WITCHBLADE AND DARKNESS™ & © 1998 TOP COW PRODUCTIONS, INC.

†The Annual Percentage Rate (APR) for purchases and ATM and Bank cash advances is 18.4%, which may vary. The current promotional APR offer for cash advance checks and balance transfers is 5.9% through your first five (5) statement closing dates, commencing the month after the account is opened. When minimum monthly payment is not received by the end of the billing cycle in which it was due, or when the promotional offer expires, whichever occurs first, the APR for both new and outstanding cash advance balances (consisting of cash advance check and balance transfer transactions) will be calculated using the Variable-Rate Information disclosures accompanying your card. Transaction fee for Bank and ATM cash advances: 2% of each cash advance (minimum $2). Transaction fee for credit card cash advance checks: 1% of each cash advance (minimum $2, maximum $10). Transaction fee for the purchase of wire transfers, money orders, bets, lottery tickets, and casino gaming chips: 2% of each such purchase (minimum $2). MBNA may allocate your monthly payments to your promotional APR balance(s) prior to your non-promotional APR balance(s). Balance transfers and/or cash advances may not be used to pay off or pay down any MBNA account.

*A 1/2 comic book will be sent to cardholders who use their new WIZARD Visa credit card account for at least one purchase. A transaction that is subject to refund, credit, or adjustment does not qualify. Allow 8-10 weeks for delivery. Supplies are limited. Earn WIZARD Reward Points based on monthly total of new net purchase transactions made by you and your authorized user(s). Each transaction dollar equals one (1) Point. Fractional values will be rounded to the nearest whole dollar. Cash advances, balance transfers, purchases of money orders, wire transfers, bets, lottery tickets, casino gaming chips, and unauthorized or fraudulent transactions will not earn Points. A maximum of 20,000 Points may be earned each month, the maximum annual total is 240,000 Points. Points may be used to obtain WIZARD products - selections may vary and will be subject to availability. Points do not expire and may not be used to pay off or pay down any credit card account. Other restrictions apply. This program is provided by the Wizard Entertainment Group, which reserves the right to amend or withdraw any or all of its terms, at any time.

The information contained in this advertisement was accurate as of November, 1998. The information may have changed following that date. To determine what may have changed, MBNA America Bank, N.A. may be contacted by calling 1-800-457-3714 or by writing to PO Box 15020, Wilmington, DE 19850. New York residents may contact the New York State Banking Department at 1-800-518-8866 to obtain a comparative listing of credit card rates, fees, and grace periods. Visa is a federally registered service mark of Visa USA, Inc., and is used pursuant to license. MBNA America and MBNA are federally registered service marks of MBNA America Bank, N.A. ©1998 MBNA America Bank, N.A.

CALL 914-268-3594 TO REQUEST AN APPLICATION, OR APPLY ONLINE AT WWW.WIZARDWORLD.COM.

get ready for the most exciting

WIZARD WORLD CHICAGO 2000

AUGUST 4-6 2000

JOE BENITEZ
The Darkness & Magdalena

MARC SILVESTRI
Top Cow Founder, The Darkness

DAVID FINCH
Ascension, Aphrodite 9

APHRODITE 9 WORLD PREMIERE!

DAVID WOHL
Top Cow Editor & Chief

MEET HUNDREDS OF STARS FROM THE WORLDS OF ENTERTAINMENT, COMICS, SCI-FI AND GAMING IN OUR HUGE EXHIBIT HALL CRAMMED WITH AMAZING STUFF!

more special guests

WIZARD WORLD CHICAGO™ & © 1999 WIZARD ENTERTAINMENT. ALL CHARACTERS™ & © 1999 TOP COW PRODUCTIONS EXCEPT FATHOM™ & © 1999 MICHAEL TURNER AND MISSING STARS™ & © 1999 J. MICHAEL STRACZYNSKI. LADY PENDRAGON™ & © 1999 SILVERHAWK PRODUCTIONS. GUEST LIST SUBJECT TO CHANGE.

SUMMER EVENT EVER!

KEU CHA
Rising Stars

WELCOMES
TOP COW™
PRODUCTIONS, INC.

GET EXCLUSIVE COMICS THAT WILL ONLY BE AVAILABLE AT THIS SHOW.

MICHAEL TURNER
Fathom

MATT HAWKINS
Lady Pendragon

TO BE ANNOUNCED NEXT MONTH!

SHOWS & CONS

PLACES TO GO! FREAKS TO SEE!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

EVERY WED. & EVERY SAT., CITY OF INDUSTRY

FRANK & SON COLLECTIBLE WAREHOUSE, 19649 E. San Jose Ave. Over 150 dealer tables @ $40 each, FREE admission, FREE parking, Wed: 4pm-9:30pm & Sat: 10am-5pm. This show will feature a wide selection of comics, toys, action figures, Beanie Babies, Hot Wheels, non-sports cards, Star Wars, Star Trek, and much more. For info & directions call Frankie @ 909-444-7955 or 909-444-7956. Visit our website @ www.fs-collectibles.com.

FEBRUARY 20, LOS ANGELES

LOS ANGELES COMIC BOOK & SCIENCE FICTION CONVENTION, Shrine Auditorium Expo Center, 700 West 32nd St. $5 admission, 10am-5pm. THE LARGEST AND LONGEST RUNNING MONTHLY CONVENTION ON THE WEST COAST! Shop in a dealer's room full of Gold & Silver age and new comic books, toys, action figures, movie memorabilia, Star Wars & Star Trek toys, non-sports & sports trading cards, Beanie Babies, Pokémon collectables, Japanese animation merchandise, Hong Kong movie videos. SPECIAL GUESTS FEATURED EVERY MONTH! For more information contact Bruce Schwartz, 2319-A West Olive Ave. Burbank, CA 91506 or call 818-954-8432 or check website at www.comicbookscifi.com.

FEBRUARY 27, BAKERSFIELD

FIRST ANNUAL BAKERSFIELD COMIC CONVENTION, Hodels, 5917 Knudsen Dr. (Olive Dr. & Highway 99). 8 ft. dealer tables @ $55 each (additional tables available at discounted rates), $3 admission, age 13 and up, 10am-4pm. A room full of Gold, Silver and new comics, toys, action figures, sports cards and non-sports cards, Beanie Babies and more!!! Ask about our dealer incentive plan!! For more information contact: Scott Hudlow @ 661-834-9183, shudlow@aol.com or Dennis Yabiku @ 661-871-3060.

CONNECTICUT

JANUARY 30 & FEBRUARY 27, EAST HARTFORD

CONNECTICUT COMIC BOOK CONVENTION (CONNECTICON), East Hartford Elks Hall, 148 Roberts St., exit 58 from I-84. 35, 8ft dealer tables @ $45 each, 99 cents admission, 11AM-5PM. NE's longest running all comics show with over 20 years in this location and we're monthly in 1999. Featuring Golden age, Silver age & Modern comics, also non-sports cards, Star Wars items, toys, magazines, pulps and other comic collectibles. Guest artists at most shows. For more information & table reservations contact: Hal Kinney (The Bookie), 206 Burnside Avenue, East Hartford, Connecticut 06108, 860-289-1208 (AFTERNOONS ONLY-EST).

COLORADO

FEBRUARY 13, DENVER

ROCKY MOUNTAIN COMIC CON, Holiday Inn Denver Southeast, I-225 & Parker Rd. $4 admission, 10am-4pm. Presenting Bernie Wrightson, co-creator and artist of "Swamp Thing", artist of "Frankstein", "Batman: The Cult". An original limited edition print by Bernie Wrightson will be available only at Rocky Mountain Comic Con and will not be offered for sale elsewhere. Hourly drawings, door prizes. For further information call 303-471-2564.

FLORIDA

MARCH 11-12, FORT LAUDERDALE

Tate's Comics Inc. presents MONDO POP 2000, SOUTH FLORIDA'S 4TH ANNUAL TOY, COMIC, MODEL & DOLL EXTRAVAGANZA. War Memorial Auditorium, 800 NE 8th St, Ft. Lauderdale. $5 admission daily, 10am-5pm. Don't miss our 2nd Annual Grueling Modeling Contest. Model contest entrance is FREE with admission. Win trophies and prizes! For more information call Tate's Comics Inc @ 954-748-0181 & ask for Tony or Tate

MARCH 31-APRIL 2, ORLANDO

MEGACON 2000, Orlando Expo Center, 500 West Livingston St. THE SOUTHEAST'S PREMIERE COMIC, GAMING, ANIME AND MULTIMEDIA CONVENTION. Admission: $15/day. Dealer booths available. OVER 200 GUESTS!! Alphabetical Guest Listing: Mike Atiyeh, Dick Ayers, Joe Benitez; Claudio Castellini, Jim Cheung, Amanda Conner, Andrew Crossley, Danny DeAngelo, Jose Delbo, John Dell, Harlan Ellison, Garth Ennis, Dick Giordano, Mark Goddard, Brian Haberlin, Eric Wolfe Hanson, Matt Hawkins, Jacinto E. Hernandez, Don Hillsman II, Bryan Hitch, Mike Hoffman, Steven Hughes, Bob Ingersoll, Georges Jeanty, Lloyd Kauffman, Rafael Kayanan, Barbara Kesel, Karl Kesel, Ben Lai, Ray Lai, Harry Lampert, Bob Layton, Steve Lieber, Joseph M. Linsner, Rick Maguire, Ron Marz, Jose Marzan, Rena Mero, Josh Middleton, Shelly Moldoff, Monte M. Moore, Doug Murray, Andy Park, Jimmy Palmiotti, George Pérez, Don Perlin, Brandon Peterson, Jeff Pittarelli, Sergei Poyarkov, Brian Pulido, Humberto Ramos, Robert Rhett, Ceasar Rodriguez, John Romita Sr., Paul Ryan, Andy Smith, Tim Townsend, Michael Turner, Ethan Van Sciver, Dexter Vines, David Wohl, Philip Xavier...AND THIS IS JUST THE BEGINNING...WE'RE ADDING GUESTS EVERY DAY!!! 100,000 square ft. of the finest dealers, publishers and manufacturers. 24-hour Anime rooms, art show and auction, network computer gaming, movie previews, and much more. OVER 100 SANCTIONED GAMING TOURNAMENTS / DEMOS. For more info call 813-891-1702 or visit our website at http://www.megaconvention.com

ILLINOIS

FEBRUARY 6 & 20, ORLAND PARK

COMICS AND MORE SHOW, Civic Center (one block west of LaGrange Rd. at 147th St.) 6ft tables @ $30 each, 2 tables @ $55, $1 admission, setup: 7:30am-9am, open: 9am-3pm. Comics, toys, non-sport and sports cards, Pokemon, Beanie Babies, action figures, memorabilia, die-cast, game cards, Magic tournament (Saturdays), sanctioned Star Wars tournament (Sundays). Contact: John Leary @ 708-423-1758.

FEBRUARY 27, BRIDGEVIEW

COMICS AND MORE SHOW, Oremus Center (two blocks west of Harlem Ave at 79th and Oketo). 8ft tables @ $35, $2 admission, setup: 7:30-9am, open: 9am-3pm. Toys, comics, Pokemon, die-cast, action figures, Beanies, Starting Lineups, Non-Sport and sports cards. Contact John Leary @ 708-423-1758.

MARYLAND

FEBRUARY 27, GLEN BURNIE

COMIC BOOK AND NON-SPORTS CARD SHOW presented by Clandestine Comics. Holiday Inn-Glen Burnie, 6323 Ritchie Hwy (exit 3A off I695, make u-turn at first available intersection). 30 tables @ $50, $2 admission, children under 7 are FREE, 11am-4pm. Dealers will be buying, selling & trading Golden age comics to the present. Pokemon cards, M:TG, original art, Japanese animation and much more. For dealer information call Fred Edeson @ 410-783-1157 or email at clandestinecomic@hotmail.com.

MASSACHUSETTS

FEBRUARY 20, BOSTON

BOSTON COMIC BOOK AND TOY SPECTACULAR, Radisson Hotel, 200 Stuart St. $5 admission ($1 off with this ad), children under 10 and fans in full costume FREE, 10am-4pm, early preview 9am-$10. Don't miss New England's largest comic book and toy show plus Magic: the Gathering, non-sports cards, Manga, Anime, original artwork, Star Wars, Star Trek, action figures, Pokemon, CD's and video. Special Guests: MARK SCHULTZ- "Dinosaurs and Cadillacs" plus more TBA. Top Dealers include: Web-Head Enterprises, Jim Payette, Monkeyhouse Music, Books, and Video, Superworld, Stand-up Comics, Card and Comic Co., Signed Edition, Jim Denko, Lilly Mae, DJ's Comics, Japanese Monsters, Reverend TV, Sarge's Comics, Conrad Eschenberg, Comically Speaking, Odyssey Comics, Harry Martin, Mon Ayash, Temptations Comic Orchard, Bill Mahoney, Rubber Chicken, and Steve Russo. $100 in "show money" raffled hourly! Contact Primate Promotions @ 978-388-5550, email primatepro@aol.com.

MICHIGAN

FEBRUARY 13, LANSING

SPARTAN COMIC BOOK, NON-SPORTS CARD, POKEMON AND TOY SHOW, The Kellogg Center Big Ten, Room A, Michigan State University. 65 tables @ $40 each in advance, $45 @ show, $2 admission, children under 6 FREE, hours 10am-4pm. Four door prize drawings. We feature comics, non-sports cards, collectible toys, action figures, card games, Anime, Beanie Babies, Pokemon and other memorabilia. For more information contact Motor City Conventions @ 248-426-8059 or visit our website @ www.motorcityconventions.com.

FEBRUARY 27, LIVONIA

X-TRAVA-CON COMIC BOOK, NON-SPORTS CARD AND TOY SHOW, Knights of Columbus Hall, 19801 Farmington Rd. 55 tables @ $40 each in advance, $45 at show, $2 admission, children under six are FREE, 10am-4pm. Four door prizes. We feature comics, non-sports cards, collectible toys, action figures, card games, Beanie Babies, Anime, Pokemon plus much more. For more information contact Motor City Conventions @ 248-426-8059 or visit our website @ motorcityconventions.com.

NEW JERSEY

FEBRUARY 13 & MARCH 12, CLIFTON

CLIFTON COMIC BOOK EXPO, Community Recreation Center, 1232 Main Ave.(Rt. 46 to Piaget Ave. to Main. From NYC the bus stops at the door). 30, 6ft tables @ $45 each, FREE admission! Northern NJ's longest running show! Comics from GA to present! No minimum bid auction @ 11:30. Trivia contest at 1:30 for over $100 in comics! Great dealers! Great deals! Past guests have included major writers and artists. Call JP @ 973-783-0608 for updates or email: pugprdctns@aol.com.

FEBRUARY 27,WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt 46 Service Rd. (Off Rt. 23 South near Willowbrook Mall). 30, 8ft tables @ $60 each, $2 admission (kids under six and 2nd parent FREE!), Easy, FREE parking. PUG BUCKS given out throughout the day as door prizes! Comics from GA to present at great prices! The East Coast's best and friendliest dealers without the NYC hassle! Two no minimum bid auctions! For updates call JP @ 973-783-0608 or email: pugprdctns@aol.com.

MARCH 18, NEWARK

INTERNATIONAL COLLECTIBLES MEGA SHOW, Newark Airport Sheraton, 128 Frontage Rd (NJ Turnpike to exit 14 make second right onto Frontage Rd). 300 Dealer tables available, 1 @$80, 2@$140 or 3@$190, hours: 9am-5pm. The most spectacular show in the world. Comics, toys, rock & roll, wrestling collectibles. Guests include Mark Texera, Ray Lago, Brian Buniak. Celebrities from TO CLOSE FOR COMFORT-Lydia Cornell & Debra Vanvakenbun, from THE DOORS rock and roll icon-Rayman Zerak, PLANET OF THE APES Nova Lynda Harrison, models Gloria Ann Gilbert, Roxanne Michaels plus more great guest TBA. For tickets, table or general information call 201-261-4982 or 201-261-8803

NEW YORK

FEBRUARY 13 & APRIL 9, FREEPORT, LONG ISLAND

LONG ISLAND COMIC BOOK & COLLECTOR'S MARKET CONVENTION, (Formally located at the Rockville Center Holiday Inn). NEW LARGER LOCATION: Freeport Recreation Center, 130 East Merrick Rd. FREE admission, 10am-5pm. 50 dealers selling Gold, Silver and new comics, non-sport cards, Japanimation, t-shirts, posters, toys (old & new), movie & TV items, and other collectable merchandise. Long Island's longest running show. Don't miss this great show. Dealer inquiries welcome. For info call Cosmic Comics @ 516-763-1133.

OHIO

FEBRUARY 6, TOLEDO

TOLEDO COMIC BOOK, NON-SPORTS CARD, POKEMON & TOY SHOW, Holiday Inn 2340 Reynolds Rd. 45 tables @ $40 each in advance, $45 at show, $2 admission, children under six are FREE, 10am-4pm. Four door prize drawings. We feature comic books, non-sports cards, collectible toys, action figures, card games, Anime, Beanie Babies and other memorabilia. For more information contact Motor City Conventions @ 248-426-8059 or visit our website @ www.motorcityconventions.com. Anime festival by anime-club of Michigan.

MARCH 5, COLUMBUS

BUCKEYE COMIC CONVENTION, Holiday Inn-West(I-270 @ exit 10 (Roberts Rd). 30, 6ft. dealer tables @ $50 each, $2 admission, children 6 and under FREE, 10am-4pm. 1,000s of Golden, Silver & Modern age comics, action figures, non-sports cards and Pokemon items. FREE comic to first 25 customers. Hourly door prizes. For information call Jeff Harper @ 330-499-6056 or email: jeffharpro@aol.com.

OREGON

FEBRUARY 20, PORTLAND

PORTLAND COMIC BOOK SHOW #54, Rose Quarter in exhibit hall of Memorial Coliseum. 195 tables @ $90 each, $5 admission, 10am-5pm. Door prizes every 30 minutes, Guests: Dan Brereton, Nocturnals creator; Michael Bair, JSA artist; Mark Texeira, Black Panther and Vampirella cover artist; Russ Heath, Legendary Golden Age and Silver Age Artist; Randy Stradley, Star Wars Crimson Empire writer; Jim Smith, "The Truth" creator and writer. Second Genesis 503-788-1031.

PENNSYLVANIA

FEBBRUARY 20, PHILADELPHIA

PHILADELPHIA COMIC CON, Holiday Inn, 10th St and Packer Ave, exit 46 off I-76 or exit 15 off I-95 (follow signs to Packer), from NJ take Walt Whitman bridge to second exit (exit 46). 48 tables, 1 @ $65, 2 @$120, 10am-4pm. Philadelphia's longest running all comic show is also the best value as you get in for only $3 ($2 when you mention WIZARD) plus FREE parking! Besides comics from the 1940s to this week, our dealers (from 6 states) also will be selling, buying and trading non-sports cards, action figures, videos and other related collectibles. Great giveaways every hour, including $100 in show cash given away throughout the day good for any merchandise at the show. Special guests will be announced, so visit your local comic shop for a flyer or call our hotline the weekend of the show for the latest update. Contact: Derek Woywood of Collector Comics @ 856-782-0817.

APRIL 28-30, MONROEVILLE

2000 PITTSBURGH COMICON, Pittsburgh Expomart. $12/day, $30/3 day pass. Friday 2-8pm, Sat. 10am-6pm, Sun. 10am-5pm. Activities inculde CBLDF Defender of Liberty Award Ceremony, Casino Night, Charity Auctions, CBLDF Mardi Gras Party, costume contest, 24-hr horror films, 24-hr Anime room, Rocky Horror Picture show Fest, gaming tournaments (Magic, Star Wars, Pokemon, Star Trek, Babylon 5, Overpower, Middle Earth and more) Guests include: George Perez, Dick Ayers, Michael Turner, Mark Waid, Apollo Smile, Matt Hawkins, Peter Woodward, Alley Bagget, Joe Jusko, Ed Beard Jr., Martin Nodell, Jerry Vanderstett, Brian Rood, Shelley Moldoff, Billy Tucci, Matt Busch, Wizard Press, Top Cow, Decipher, Diamond Comics, Wizards of the Coast and many more. For more information check out our website at www.pittsburghcomicon.com, email us at pcomicon@nb.net, mail us at Pittsburgh Comicon, 1002 Graham Ave, Windber PA 15963 or call 814-467-4116.

FEBRUARY 27, PITTSBURGH

THREE RIVERS COMIC CONVENTION, Sheraton Inn-Pittsburgh North, "NEW BETTER & BIGGER LOCATION" 910 Sheraton Dr, I-79 @ exit 25 and PA Turnpike (I-76) at exit 3 (Cranberry Twp area). 28, 8 ft. dealer tables @ $55 each, $2 admission, children 6 and under FREE, 10am-4pm. 1,000s of Golden, Silver & Modern age comics, action figures, Pokemon items and non-sports cards. FREE comic to first 25 customers. Hourly door prizes. For information call Jeff Harper @ 330-499-6056 or email: jeffharpro@aol.com.

TENNESSEE

FEBRUARY 20, NASHVILLE

NASHVILLE COMIC BOOK SHOW, Days Inn Airport on Briley Parkway (exit 215 off I-40). 9am-4pm, $2 admission. There will be a large selection of Anime, Golden and Silver age, Pokemon, Toys, CCG and more. Guest: The artist and writer of CHRONICLE. Also be here for the big announcement about the next show. Door prizes and a trivia contest before the show. Call Comic City for information @ 615-262-0908.

VIRGINIA

MARCH 5, MCLEAN/VIENNA (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY & CCG SHOW, NEW location: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd. Directions: Take exit 11 South (Route 123) off I-495, 1/4 mile, hotel is on right. For further directions call @ 703-893-2100. 80 vendor tables: 1st table @ $85, 2nd table @ $80, 3rd+ @ $75, $2 admission, children under 5 FREE, FREE parking, 10am-4pm. Buy, Sell, Trade: Gold, Silver & new comics, independents, Anime, CCG, toys, POKEMON, Star Wars, Buffy, posters, t-shirts, original artwork, non-sports cards, etc. Guests: Call. Jeff Rocen @ 703-912-1993, http://members.aol.com/comicshow & comicshow@aol.com.

PLACESTOGO

You're used to seeing Shows and Conventions listed here, but now WIZARD will provide you with other locations where you can find comic related items. WIZARD recommends phoning ahead before you seek out any of these locations–because sometimes stuff happens before we go to press. And so my friends, we bid you all adios and happy huntin'!!!

MASSACHUSETTS

OPEN SEVEN DAYS, SALEM

HARRISON'S COMICS AND COLLECTABLES, 234 Essex Street. Largest collectable store on the North Shore. Buying, selling and trading in old and new comics, toys, posters, cards, videos, statues and books. Diverse selection of Manga items, Sailor Moon, Dragonball, Pokemon, etc. Large selection of back issue comics and magazines. Many pop culture items such as wrestling, Buffy and Xena. Also specializing in Magic, Star Wars and Star Trek CCGs. (Ph) 978-741-0786, (Fax) 978-741-0737, www.harrisonscomics.com.

ATTENTION!

If you'd like to use *Wizard's* magic to help advertise your comic book event or retail location, call Karen Evora at (914) 268-3907 before the 10th of each month. Remember we do not list comic book pricing or 900#.

C.B.I.Q.

YOU THINK YOU'RE SO SMART...

COMIC BOOK INTELLIGENCE QUOTIENT

Ah, February. Love is in the air. So in honor of Valentine's Day, we're celebrating with a special romantic C.B.I.Q. But we ain't talkin' chocolates and flowers. Uh-uh. This month's column is dedicated to those poor, fat slobs who just can't get any. And hey, we'll even rate you against the most heinous romantic evenings; the nastier the scene, the higher your score!

SCORE	RANK
0	*A moonlit walk on the beaches of Hawaii, followed by an all-you-can-eat BBQ ribs luau with Rosie O'Donnell*
1-5	*A rose petal trail leading to a silk-sheeted bed with an oiled-up Louie Anderson, wearing nothing but a Speedo*
6-9	*A chocolate-pudding-and-whipped-cream-filled bathtub, complete with a rip-roarin' drunk Roseanne*
10	*Sweet nothings whispered in your ear by Marlon Brando, who's got a mouthful of creamed corn*

1 That big, fat comic book guy from "The Simpsons" spends most of his time downloading pictures of Captain Janeway while hanging at his comic shop, called:
- A) Action Comics Speak Louder Than Words.
- B) Radioactive Reading.
- C) Android's Dungeon & Baseball Card Shop.
- D) Wizard World.

2 Before he started leading A.I.M. and floated around killing everybody, the butt-ugly M.O.D.O.K. was known as M.O.D.O.C., which stands for:
- A) Man Organized to Deal with Opposing Company
- B) Mobile Organism Designed Only for Computing
- C) Macro-Organic Disciplinary Organizing Computer
- D) Me One Disgusting Old Coot

3 Rather than hang with the chicks, Arnim Zola locks himself in a lab creating abominations of nature. But what the heck is that square thingie on his head?
- A) A Mother box, giving him the ability to teleport anywhere
- B) An ESP box, giving him psychic control of his creations
- C) An Imago box, offering the ability to project holographic pictures
- D) A Beat box, letting him "kick in the jams" with that sweet sweet funky music

4 How did the Legion of Super-Heroes' Bouncing Boy get his powers?
- A) He drank some weird chemical mixture he thought was soda pop.
- B) He was born with them on the planet Glandula.
- C) Some mad scientist gene-spliced him with a Blue Whale.
- D) Too many trips to White Castle

5 Even with an ugly mug and a giant gut, the Blob actually joined what supervillain team?
- A) Brotherhood of Evil
- B) Factor Three
- C) Masters of Evil
- D) Large and in Charge

6 The Asgardian Volstagg the Voluminous may actually have a heart as big as his gut. He adopted two humans after their mom was killed by:
- A) Loki.
- B) Zaniac.
- C) The Executioner.
- D) Krakakrakatakkt, the Living Enema.

7 Why does the pasty-skinned, drooling maniac Mojo move around in that mechanical cart with spidery legs?
- A) He lost his legs in a slave rebellion.
- B) He's got no spine.
- C) Those are his real legs.
- D) Because he's a fat, lazy bastard who breaks a sweat just picking up a sandwich.

8 When not squashing criminals under her ridiculous girth, the Great Lakes Avengers' (a.k.a. the Lightning Rods') Big Bertha:
- A) Works as a highly paid supermodel.
- B) Headlines the Big Top at a local circus.
- C) Designs clothes for "large sized" women.
- D) Eats small children whole.

9 How did Harvey Bullock pass his police physical?
- A) Rigorous exercise
- B) He spent three hours in a steam room right before the exam.
- C) He blackmailed the doctor, who had dozens of unpaid parking tickets.
- D) With a lot of Ex-Lax. We mean a LOT.

10 Clearly a better eater than a fighter pilot, what was Jek Porkins' comm-unit designation in "Star Wars"?
- A) Yellow Four
- B) Red Five
- C) Red Six
- D) OU812

ANSWERS

Candy-asses can peek on page 182 if this is too tough...

misc.

WELCOME TO MISCELLANEOUS STUFF!

Want more business? *Wizard* has a million readers with $42 billion, $600 million in spending power...GET YOUR PIECE OF IT, ADVERTISE HERE!

SPOTLIGHT YOUR AD HERE

CALL AND FIND OUT HOW.

CONTACT:
Karen Evora
Advertising Projects Manager
Wizard Entertainment Advertising
151 Wells Avenue
Congers, NY 10920
tel: (914) 268-3907 x144
fax: (914) 268-5386
email: FullPage1@aol.com

collectibles

PALISADES MARKETING

Officially Licensed Products From:

MECHWARRIOR · FINAL FANTASY VII

WWW.PALISADESMARKETING.COM

comics

Tri-State Comics, Inc.

Tri-State Comics, Inc.
2311 Andy's Lane
Wilmington, DE 19810
Fax: 302-529-7422
Phone: 302-529-7422
E-mail: tscinc@harb.net

www.tristatecomics.com

Back Issues New Comics
Storage Supplies
Subscriptions Services

Send for Free Catalog

Discount New Comics by Mail!
SUPER EASY DEADLINES!
Order the same month comics come out — even after!

NEW ENGLAND COMICS
ON-LINE ORDERING!
www.ffast.com

Looking for back issues or new comics?
Try TOP SHELF COMICS, ph/fax (207) 947-4939
34 Main St. Bangor, ME 04401
Visit our extensive on-line catalog www.tcomics.com

miscellaneous

ATTENTION COMIC COLLECTORS

Why pay retail or even wholesale prices?

Amazing deals in our free monthly auction catalog. Golden Age, Silver Age to the hottest modern comics on the market. Also a large stock of action figures and non-sports cards! All comics awarded to the highest bidder (many items go for as low as 10% of book value). The catalog also consists of other collectibles i.e. non-sportscards, sportscards, autographs, stamps, coins, railroad etc. Return rate < 5 lots per 15,000. Over 10,000 lots every issue.

CALL FOR FREE CATALOG
1-800-364-2948 x305
www.JamesJReeves.com

JAMES J. REEVES

Must be 18 yrs. old or have parental permission
References: Mellon Bank, Huntingdon, PA
Member of the Better Business Bureau

ALWAYS BUYING! ext. 316

supplies

CREATE YOUR OWN COMICS WITH BLUE LINE ART SUPPLIES
FREE $5 COUPON & CATALOG
CALL 781-986-2653
BILL COLE ENTERPRISES, INC
P.O. Box 60 Dept. W102
Randolph, MA 02368-0060
E-mail: bcemylar@cwixmail.com
web: www.neponset.com/bcemylar

wiz on-line stuff

WIZARD WORLD ONLINE REDESIGNED!

Hey, check out **wizardworld.com** with our funky new layout and design. New functions! New features! New pretty pictures! Log in and check us out at **www.wizardworld.com**

2000-2001 RESERVATIONS AND MATERIALS ARE DUE:

Issue **#102** (Feb. on-sale)	**12/15**
Issue **#103** (Mar. on-sale)	**1/14**
Issue **#104** (Apr. on-sale)	**2/15**
Issue **#105** (May on-sale)	**3/15**
Issue **#106** (Jun. on-sale)	**4/14**
Issue **#107** (Jul. on-sale)	**5/15**
Issue **#108** (Aug. on-sale)	**6/15**
Issue **#109** (Sep. on-sale)	**7/14**
Issue **#110** (Oct. on-sale)	**8/15**
Issue **#111** (Nov. on-sale)	**9/15**

FIGHT CENSORSHIP IN COMICS

Support the CBLDF's efforts to protect the First Amendment Rights of all comic book professionals. Send donations to: P.O. Box 693, Northampton, MA 01061 or call (800) 992-2533 for a free copy of BUSTED!, the CBLDF newsletter

THE COMIC BOOK LEGAL DEFENSE FUND

Gate crasher
BLACK BULL
2
Gate crasher
next month
written by
Mark Waid
art by
Amanda Conner &
Jimmy Palmiotti
with pin-ups by
Mike Wieringo &
Jim Balent

BLACK BULL
ENTERTAINMENT
2
Gate crasher
FASTER BLASTER
JLB '99 JONES
BLACK BULL
ENTERTAINMENT

BULLPEN LOOK BEHIND THE CURTAIN

Death From Above

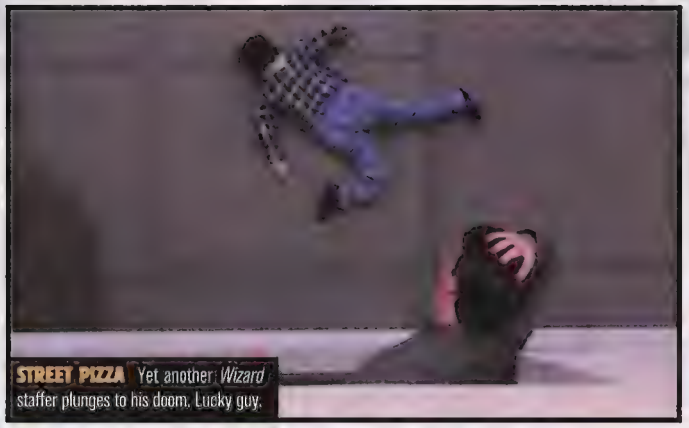
"Oh my God!" screamed VP of Business Development Martha Donato as she leapt from her chair. "Somebody just fell off the roof!" What had started as a usual Thursday morning management meeting (where all the top heads of Wizard–even *Wizard* owner Gareb Shamus–meet to go over business) devolved into chaos when someone fell to their death. *InQuest* Editor Mike Searle was reporting on some "hot" Pokémon news when…whoosh! A man's limp body whisked past the big glass conference room window on the second story of the glamorous *Wizard* office.

"I'm not sure what I found more unnerving, watching a body plummet past the window out of the corner of my eye or watching Senior Managing Editor Joe Yanarella not flinch. Makes you wonder if he was in on it or just doesn't care about any of us," said *Wizard* Editor Brian Cunningham.

There was a monstrous sigh of relief when VP of Circulation/Distribution Paul Rolnick heroically threw his chair to the side, rushed to the window, flung it open and uttered, "It's not real…it's only a dummy."

And as Design Manager Steve Blackwell put it in "The Rock" speak, "It was definitely the most electrifying management meeting in *Wizard* entertainment history."

The guilty parties have yet to be apprehended and killed.



STREET PIZZA Yet another *Wizard* staffer plunges to his doom. Lucky guy.

TOP 10 things that would happen if the groundhog popped up and looked around for his shadow in a super-hero universe

10 Six more weeks of Jim Shooter's new company.
9 Triggers an earth-shattering chain of events that can only be told in a 12-issue maxi-series!
8 Sneezes, splits into Groundhog Red and Groundhog Blue.
7 Gets degree in chemistry, builds robot.
6 The groundhog, realizing life is a sham, goes insane, kills all the other groundhogs, destroys the universe, dies, comes back, is good again, dies, comes back and becomes Dr. Fate. Or something.
5 Two words: Young Justice.
4 J'onn J'onzz, feeling envious of the attention every other psychic in comics gets but him, fries the furry protagonist with heat vision. If he had heat vision.
3 Mike Turner would only draw him half in his hole (he can't draw groundhog feet either).
2 Accidentally put in suspended animation, awakens decades later and sadly finds that he's become a groundhog out of time.
1 A character from *Preacher* sticks his jimmy in him.

C.B.I.Q. answers...

1. C 2. B 3. B 4. A 5. B 6. B 7. B 8. A 9. C 10. C

COMING RIGHT UP

A SNEAK PEEK

OUTTA SITES?

Ever use the Internet? Okay, dumb question! But ever use the Internet to buy *Action Comics* #1 for $15? Or how about to find Stan Lee's home address? *Wizard* #103 explores everything you (the fan) ever wanted to know in our super-special, no-holds-barred Internet issue.

NEXT MONTH IN WIZARD #103

THE DYNAMIC DUDE?

Keanu Reeves as Batman Beyond? Chris O'Donnell as Spider-Man? Well, find out as we play Hollywood and run down our comic book movie dream teams.

HOT CHICKS WITH GUNS!

They're breaking sales records and are the hottest properties in comics. They're the new "Bad Girls"…and they're not who or what you think.

THE NEXT X-MAN

He helped make the X-Men one of the top comic properties today, and now, 10 years after his controversial departure from the series, writer Chris Claremont returns to the book he helped make famous with a new member, new costumes and a new leader!

WIZARD #103

On sale February 23 in comic shops.
On sale March 7 everywhere.

ONE OF THE DAMNED

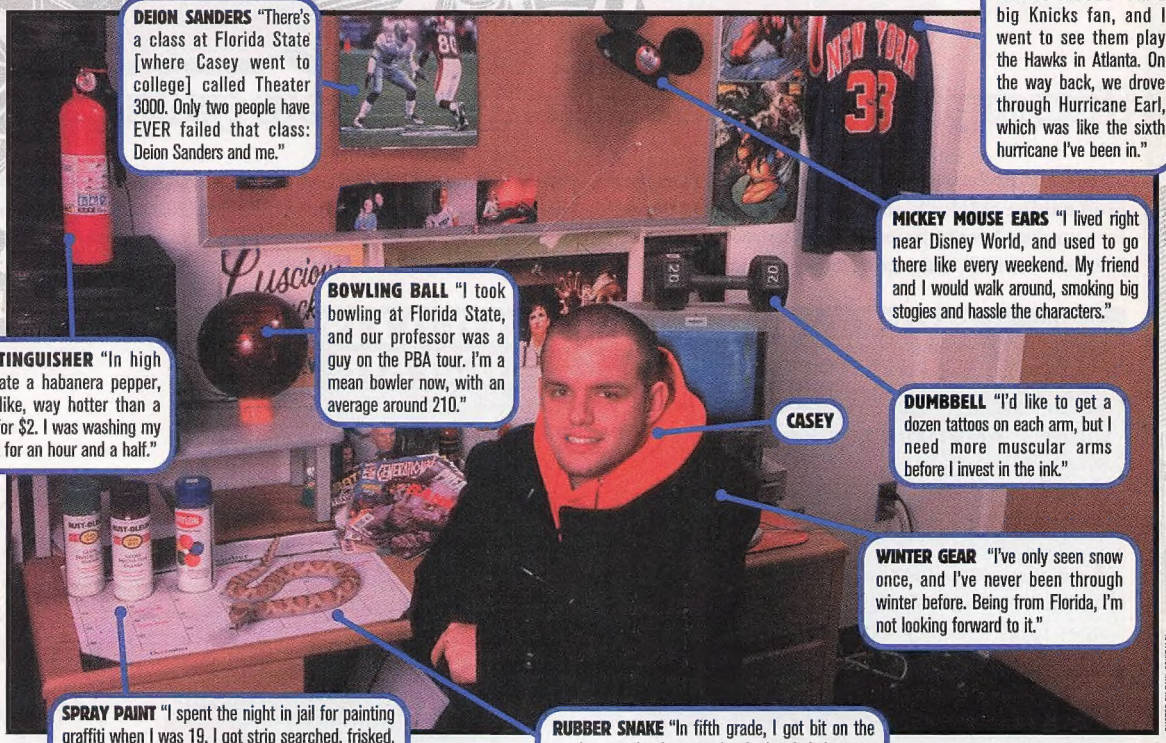
Casey Seijas

RESEARCH ASSISTANT

WHY WE PAY HIM "I track down art from all kinds of companies, photo houses, whatever, for *Wizard* News and other departments."

BEST OUT-OF-CONTEXT QUOTE "She's legal now? You're looking at Mr. Britney Spears." (Said when Casey found out the pop star turned 18.)

MOST BIZARRE *WIZARD* MOMENT "Hanging out with James [A. Walker] after he ate a stick of butter, waiting for him to barf."



DEION SANDERS "There's a class at Florida State [where Casey went to college] called Theater 3000. Only two people have EVER failed that class: Deion Sanders and me."

KNICKS JERSEY "I'm a big Knicks fan, and I went to see them play the Hawks in Atlanta. On the way back, we drove through Hurricane Earl, which was like the sixth hurricane I've been in."

MICKEY MOUSE EARS "I lived right near Disney World, and used to go there like every weekend. My friend and I would walk around, smoking big stogies and hassle the characters."

BOWLING BALL "I took bowling at Florida State, and our professor was a guy on the PBA tour. I'm a mean bowler now, with an average around 210."

FIRE EXTINGUISHER "In high school, I ate a habanera pepper, which is like, way hotter than a jalapeño, for $2. I was washing my mouth out for an hour and a half."

CASEY

DUMBBELL "I'd like to get a dozen tattoos on each arm, but I need more muscular arms before I invest in the ink."

WINTER GEAR "I've only seen snow once, and I've never been through winter before. Being from Florida, I'm not looking forward to it."

SPRAY PAINT "I spent the night in jail for painting graffiti when I was 19. I got strip searched, frisked, picture taken, the whole thing. I had to pay this big fine too, but I learned my lesson quick."

RUBBER SNAKE "In fifth grade, I got bit on the ear by our class' pet snake. It dangled there on my ear like an earring for about 30 minutes."

PHOTOS BY PAUL SCHIRALDI

TAKING A WIZ

OTHER MAGAZINES AVAILABLE FROM THE WACKY WIZARD WAREHOUSE

ToyFare
THE TOY MAGAZINE

TWISTED MEGO THEATRE

TOYFARE #32

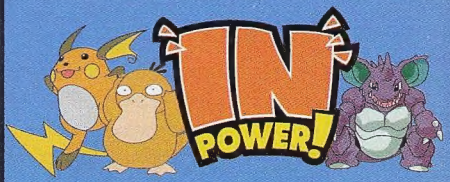
It's the 2000 Toy Fair preview, including the latest WWF action figures, McFarlane's newest Spawn figures, more Movie Maniacs, Austin Powers next wave and more! Plus: Twisted Mego Theatre's version of the "Wizard of Oz"!

On sale February 9 in comic shops.
On sale February 22 everywhere.

InQuest gamer

INQUEST GAMER #59

$2,000. That's how much just 10 cards are worth in *InQuest Gamer* #59's look at the rarest *Pokémon* promo cards on the planet. Plus: Preview the latest *Magic* set, *Nemesis*. ***On sale February 2 in comic shops. On sale February 15 everywhere.***



"IN" POWER FEBRUARY

It's Pokémon insanity with a player's guide, didja-know facts, price guide and fun section! Plus "What's In?" including Digimon, Monster Mash, S Club 7 and more! And find out who'd win if Pokémon's Ash and Pikachu battled Digimon's Taichi and Koromon, only in this issue! ***On sale February 16 in comic shops. On sale February 29 everywhere.***

Love, Sex and Death

How superheroes go from getting some to getting none

Think it's fun being a superhero? Think again. Yeah, it's neat to punch bad guys through walls, have a super-powered canine sidekick and use your x-ray vision on Wonder Woman, but if you're a costumed do-gooder, get ready for an achey-breaky heart. To help prove that nice guys finish last, play "The Love Connection" game below and match the sweet set-up to the cold fist of despair to see how things turned out for our spandex-crossed lovers.

SWEET, SWEET LOVE

1. He's a cold & distant scientist; she's a flighty, materialistic socialite. But when Dr. Henry Pym met Janet Van Dyne, the sparks flew and they made each other whole.

2. Abused child Jesse Custer finds broken-hearted Tulip O'Hare, their love overcomes every obstacle and they become soulmates.

3. Before he became Green Lantern, Kyle Rayner's girlfriend Alex DeWitt helped support his then-struggling art career and the two shared their lives together.

4. Cyclops loses the love of his life, finds solace in the arms of Madelyne Pryor. Together they have a son and build a new life together in Alaska.

5. Egghead scientist Reed Richards divides his passion between exploring the unknown corridors of science and the love of his life, Sue Storm.

6. Laughed at by his peers, scorned by the media and wanted by the police, Spider-Man finds acceptance and love in the quintessential girl-next-door, Gwen Stacy.

7. Blind lawyer Matthew Murdock has it all: a successful law career, a double-life as the heroic Daredevil, and a loving and understanding blonde bombshell of a sweetheart named Karen.

8. Between dodging bullets and exchanging sweet embraces, James Gordon and his wife Sarah Ennis hold Gotham City together, bringing it back from the brink of extinction.

THE COLD FIST OF DESPAIR

A. He's driven nearly insane, almost tosses a baby off a roof and then watches his love die as his own weapon gets jammed through her chest.

B. Their genetic makeup is forever altered in an experimental rocket mishap, resulting in her miscarriage. He then dies. Twice.

C. He becomes a schizo, slaps her around and builds an evil, giant robot.

D. The Joker puts a bullet in her brain.

E. He falls out of a plane during a nuclear explosion, God bites out his eye and she becomes a drunk, strung-out sex toy of a vampire.

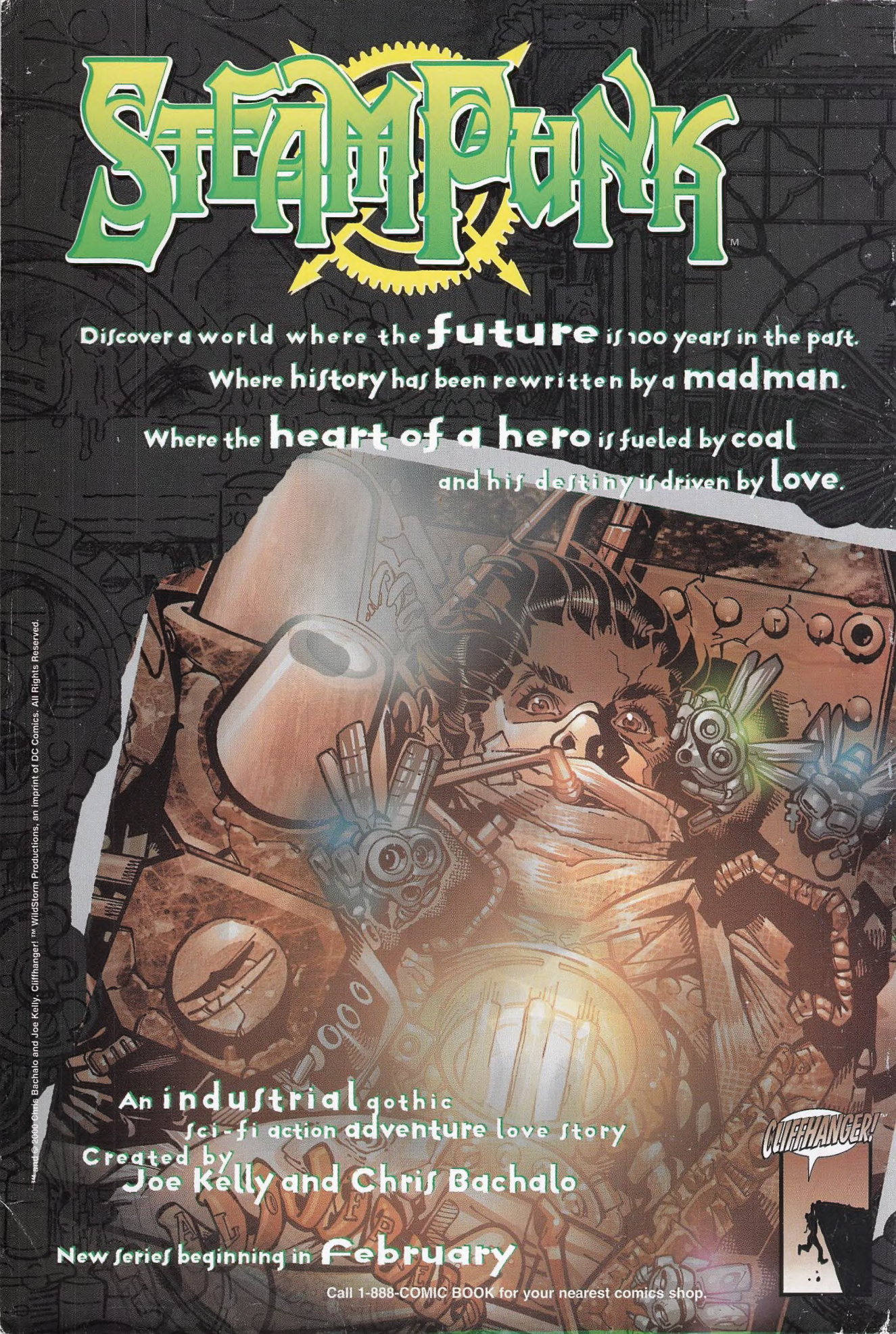
F. He comes home one day and finds that super-baddie Major Force has broken her in two and stuffed her in the fridge.

G. She gets tossed off a bridge by a guy on a flying mechanical bat, boyfriend accidentally breaks her neck and kills her while trying to save her.

H. He finds out his ex is alive, dumps current squeeze like a bad habit, drives her insane, turns her into the Goblin Queen and sends his son into an apocalyptic future.

ANSWERS
1-C, 2-E, 3-F, 4-H, 5-B, 6-G, 7-A, 8-D

CROSSGEN™
IS NEAR
WWW.CROSSGEN.COM
™ CROSSGENERATION COMICS, INC.


STEAMPUNK™
Discover a world where the future is 100 years in the past.
Where history has been rewritten by a madman.
Where the heart of a hero is fueled by coal
and his destiny is driven by love.
An industrial gothic
sci-fi action adventure love story
Created by
Joe Kelly and Chris Bachalo
New series beginning in February
Call 1-888-COMIC BOOK for your nearest comics shop.
CLIFFHANGER!™
™ and © 2000 Chris Bachalo and Joe Kelly. Cliffhanger! ™ WildStorm Productions, an imprint of DC Comics. All Rights Reserved.